

DRUMS AT DAGGERFORD



A 5E SOLO GAMEBOOK
BY PAUL BIMLER



DRUMS AT DAGGERFORD

A SOLO ADVENTURE FOR DUNGEONS & DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

CREDITS:

All text by Paul Bimler

Art by William McAusland, Richard Sampson, Dean Spencer, Jack Badashki, Storn Cook, Jacob Blackmon, Pawel Dobosz, Maciej Zagorski, Fat Goblin Games, The Forge Studios, GM's Art. Cover design by Paul Bimler, image by Peter Litvik. Contains stat blocks from **Monster Manual Expanded** by Dragonix

All maps by Paul Bimler

Playtested by:

Randall Right, David La Boon, Christopher Logue, Christopher Zirk, Fitzgerald Limisella, Jacob Lee Norris, Jessica Laurent, Dantonius Jones, Markus Aldrian, Brad Utterstrom



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DRUMS AT DAGGERFORD

ADVENTURE ON THE SWORD COAST!



INTRODUCTION

Welcome to *Drums at Daggerford*, the fifth solo adventure in the series that began with the solo adventure *The Death Knight's Squire*. *Drums at Daggerford* sees your PC transported across many hundreds of miles, finding themselves deposited right in the centre of adventure, the Sword Coast of Faerûn.

This adventure is designed for a single level 5 character, without a DM, and comes after the Level 4 adventure *The Tortured Land*. It also works as a standalone. The written narrative entries in this book serve in place of the Dungeon Master and guide you through the adventure.

WHAT WILL YOU NEED?

All you will need for this adventure is a level 5 PC, ideally created using the guidelines in the *Player's Handbook* and, if you like, one other

core sourcebook. You can use any race and class combo you like, but keep in mind that this adventure is designed to be balanced for published classes. If you are using a homebrew class, and find the adventure too easy, then perhaps you need to examine aspects of your class to see whether they are overpowered. The adventure has been extensively playtested to make sure it is not too easy, nor ridiculously difficult to complete.

THE STRUCTURE OF THIS BOOK

This book is not structured in a linear fashion like our previous gamebooks. Instead, it is written in more of a module/sandbox style, where you will explore locations on a map, checking them off as you go. You will then consult the map again and choose a new area to explore.

NAVIGATION

Open the bookmarks tab to view the table of contents. This is one way of getting around the document. Take a minute to explore the different sections now.

The area maps are interactive so that when you choose the location you want to visit, you can click on it *on the map* and it will take you to the entry for that location. That will all become clear once you start playing.

PROGRESS POINTS

Although *The Tortured Land* didn't use progress points, *Drums at Daggerford* does, but not in the way you're used to. There is no time limit on your adventure. With this book, progress points are used only to measure days and miles and judge when it is appropriate to take rests. The **Campaign Map** shows the different **areas** you might explore during the quest. For example, Daggerford is one area, and this consists of five separate maps which you can move between as you explore the town. Misty Forest is another area, which is just one map. Don't worry so much about progress points as about the accumulation of *days*. On the basis that one progress point equals half an hour, thirty-two progress points equal one waking day.

After accumulating thirty-two progress points, you may take a long rest, which uses sixteen progress points. In between those times, you may chance a short rest. The process for resting is as follows.

REST: A short rest uses two progress points. But resting is not without risk. You may attempt to take two short rests per day. When you attempt any rest, make an Investigation check to find an appropriate place.

The DC for doing so is as follows:

Misty Forest: DC 10

Ruins of Delimbiyran: DC 11

Daggerford: DC 12

Black Helm Keep: DC 15

If you fail in your Investigation check you do not find an appropriate place to rest, and there is a chance you will encounter a random creature.

Go to the **Random Encounter Table**, just before the Combat Sheets, to discover what you have encountered.

If you succeed on the check, you do find an appropriate place and can rest. You can repeat this check until you find somewhere to rest.

RANDOM ENCOUNTERS

As mentioned above, while travelling through wilderness between locations, you will roll for random encounters. This is included in the directions for each location.

The method for running random encounters is found at the bookmark **Random Encounter Method** (see bookmarks tab).

MOVEMENT

All battle maps (used to run combat) utilise a standard 5 ft. grid. When moving diagonally, treat every *other* square as 10 ft of movement. See “Optional Rule: Diagonals” on p.252 of the *Dungeon Master’s Guide*.

COMBAT SHEETS

All encounters in this adventure are managed via the use of custom combat sheets, which are found at the back of the book (but don’t look now!). They progress you through a series of events that make up each encounter, and which can take many different paths.

You will need to roll dice, saving throws and all other appropriate rolls for yourself AND any enemies. Keep in mind that a few of the encounters in this adventure would be considered ‘deadly’. You will enter some dangerous places in the course of this adventure, and if you blunder into somewhere you shouldn’t be, you may end up paying for it with your life!

CLASS FEATURES

Every class has combat features; a fighter’s action surge, a bard’s cutting words, a barbarian’s rage, a rogue’s sneak attack... the list is long and varied. Use these in your combat encounters. You do not need to be prompted by the text to do this.

HOUSE RULES

Death saves:

There are no death saves in this adventure, unless there are two or

more PCs (see below), or an NPC present. If you die, you will simply have to roll up another PC and try again! It makes sense that if you are on your own, the monsters will just keep attacking until you are dead.

Max HP:

To balance out the above rule of no death saves, and to account for the fact that there is only one of you, we’ve added the additional rule that when you level up, you take max HP instead of rolling. It keeps the combat a bit more interesting and means you’re not so squishy! So, take max HP for every level of your PC (and your con mod too).

MULTIPLAYER AND DM VERSIONS OF THE QUEST

If you are playing with a friend as a two-player party, death saves are allowed, but ignore the Max HP rule. To make the game more balanced, you should also consult the **Multi PC Conversion Table** at the back of the book, which contains adjusted monster numbers for every encounter, depending on whether you are adventuring with 2, 3 or 4 PCs.

When the narrative text calls for skill checks, all PCs will get to try, but the DC is raised by 2. Alternately, keep the DC the same while one PC uses the Help action. Also, keep tabs on *who* is interacting with whatever is going on in terms of what’s happening in the story - it could be both of you, or, if appropriate, it could be just one of

you while the other stands a little way off observing.

You can also run this adventure as a DM'd campaign. The DM keeps the game materials to themselves, reads the entries to the players and runs the combat.

DM IDEAS: DMs, if you are running this adventure for any number of players then obviously you have free license to read whatever entries you want and examine the elements of the book in depth. Whole encounters of your own could easily be inserted into the adventure, as long as you know the start and end entry numbers. This is made much easier in this adventure due to its module-like design. Theoretically, this adventure could serve as the framework for a multi-week campaign.

SPELLCASTING

I have given options throughout the adventure for casting spells (eg: "*Do you know the spell **Detect Magic**? You could use this to see whether this weapon is enchanted or not.*"). So if you're playing a mage, think about what spells could be useful in a solo adventure. (Hint: combat spells are what you should probably focus on, although you will get occasional opportunities to use other spells as well). When in combat, you do not need to be prompted by the text entry to cast spells.

So, feel free to cast spells even if the text does not call for it. Use common sense. For example, if you want to cast *Feather Fall* to prevent fall damage, but the option is not given,

still go ahead and cast it, avoiding the damage. Even if the options are not given, if you think the spell is appropriate for the situation and all the conditions are met, then go with it. Ask the question "What would a DM do?" Also, keep track of your spell slots.

RESTING AND HEALING

Follow normal rules for resting and recovering hp. See also the section above on Progress Points to determine when is an appropriate time to rest.

If you have healing abilities (Lay on Hands, Goodberry, Cure wounds etc), or healing potions, use those when you like and as appropriate, following normal 5e rules. You do not need to be prompted by the text to use *any* feature, trait, spell etc. that your character has, within standard 5e rules.

SKILLS

Skill checks will be asked for when appropriate.

NON-DARKVISION PCS

If you are playing a character *without* darkvision, then you will need torches or other light sources. When you are in combat situations in dark places, you will not be able to wield a two-handed weapon or a shield and a weapon simultaneously, and you will not be able to use two-weapon fighting unless that space is illuminated in some way. Outside there will always be a small amount of light. So, when you are entering

dark spaces, it is presumed you are always kindling a torch or other light source (otherwise entering such spaces and encountering scenarios is impossible). This rule is circumvented if you happen to find some aid to vision within the adventure, such as *Goggles of Night*.

INSPIRATION POINTS

At different points in the text, inspiration points are awarded. They are often in return for deeds that aren't perhaps strategically necessary, but that help other creatures within the game or demonstrate creative thinking. My advice would be to use them, as you may find another inspiration point comes up and you are unable to take it due to already having one!

SIDEKICKS

Several readers of my adventures mentioned to me that it might be a good idea to include the opportunity for players to take sidekicks. Hence, I have included several opportunities within this adventure for your character to pick up a sidekick. Bear in mind this will make your adventure somewhat less of a challenge! However, I've also included one or two encounters which are unsurvivable without a sidekick, so keep that in mind! When running a sidekick, control them as if they were your own PC, deciding what they do and how they do it. If your sidekick happens to be better at certain skills than your PC, then you could give those jobs to them (unless both you and your

sidekick need to pass the skill test, such as if you both need to get past an obstacle). Use common sense when running a sidekick, choosing options that make the most sense for both your PC and your sidekick. If in doubt, just remember the guiding statement *what would a DM do?*

After taking on a sidekick, you can release them at any time. You may have only one sidekick at a time. If you are playing with two or more PCs, then the amount of sidekicks you take on will directly affect the level of challenge faced. However, if the opportunity arises in the course of the adventure, consider taking *at least* one sidekick per two PCs. The quest might prove too difficult otherwise.

OTHER ISSUES

Any issues where you are not sure of the judgement or how you should play it, just exercise common sense and ask yourself...

WHAT WOULD A DM DO?

This should be your guide when in doubt.

GO WITH IT

Feel free to improvise. The last thing I want this adventure to be is too prescriptive. You might decide that the monster you are fighting does something different, even if it's not so great for your PC. If it's in the spirit of the game, go with it. You might also decide that a certain feat your character possesses wins the encounter hands down, in which case you may judge it appropriate to proceed directly to the victory

section of that particular encounter, even if the conditions stated are somewhat different.

You get what I mean, right? If you're an honest player, then I'll take it that you're playing fairly. The essence of it is that sometimes you need to roleplay something your character would *definitely* do in this circumstance. In that situation, you have my permission to perhaps look an entry or two ahead to see what the outcome is, and decide which is the fairest outcome for your character. Try to keep this sort of thing for an emergency, however, when you are certain you *must* play it in this way. In general, try to go with the entries provided.

REPLAYABILITY AND DIFFICULTY LEVEL

This adventure is written to be a challenge, so don't expect an easy stroll through, unless you're a highly experienced player. There are several deadly encounters within this quest, so if the option to flee *is given*, that might be a hint that it's a good idea to take it.

If you are defeated on your first run-through, don't be discouraged – simply roll up another character and try again. As mentioned earlier, the option to take a sidekick is given several times in the adventure, so take this if you feel your PC needs a bit of extra help. With any sidekicks or NPCs, take the time to examine their character sheets and how they can contribute to the game. Their inclusion is thoughtful and timely, so treat them as such.

CHARACTER CREATION

If you are new to our adventures, please create a level 5 character, equipping them with gear according to class. In addition to that, let's say they've already completed one quest and received 500 gp plus 1d10x25 gp, which they can spend at the beginning of the book. You may also take starting equipment for your PC, as well as one common or uncommon magic item of your choosing. For ability scores, use point-buy or standard array.

If you have played our previous solo adventures, you might have a PC who has completed those quests and collected loot and other items. If this is the case, use that PC and don't take the 500 starting gold (You wanted to, didn't you?).

XP in this adventure is not awarded by defeating monsters, it is awarded by milestone. Expect to advance your PC to Level 6 at the successful completion of this quest, in preparation for our next solo adventure.

Also, come up with a compelling personal backstory and background for your character as well, just because it's fun, and helps you to enjoy the adventure. Your backstory will give the events within your quest a unique flavour and context, so this is highly encouraged.

There are no restrictions on race or class – go with whatever you're feeling, but keep in mind that this adventure is designed to be balanced with classes from published 5e material. If you're new to D&D just

stick with creating a character using the *Player's Handbook*, as the PHB already contains numerous options for character creation.

Fair warning – in true gamebook style, there may be one or two choices in this adventure that will

result in sudden death, so choose your options wisely. Don't rush when considering your options, especially if the outcome appears to be potentially deadly.

With all that out of the way, let's get into the adventure!



THE ADVENTURE BEGINS: ILINVUR



BACKSTORY

The city thrusts up from the barren plain, beckoning you towards it. Formed of walls and spires and tiled roofs, it is a welcome sight after weeks on this barren, featureless plain known as The Ride. You have had your fill of solitude now, and are ready to be amongst others once more. To share company, stories, perhaps even to trust... who knows.

Ilinvur opens its gates to you, and you find much here to enthrall your senses. The biggest settlement in all of The Ride, merchants of every feather ply their trade within these walls, and you busy yourself perusing the many wares on offer as you while away the days in this humble, yet welcoming city. As far north as you are, the far-reaching hand of the Zhentarim seems but a trifle here, although you know they will surely be present in some capacity.

(**NOTE:** While in Ilinvur, you may sell any mundane goods you have accumulated for half their listed price. If selling magic items, refer to *Dungeon Master's Guide* p.129 for guidance. You may also change money or gems, and you may buy anything from the equipment lists in the *Player's Handbook*.)

You take up several small errands for local townsfolk, minor quests that keep you busy while you consider your next move. One such quest leads you to make the acquaintance of a local wizard, who goes by the name Malthuveus Ilinward.

You take a liking to the old man and end up spending many hours in his company. He is a treasure trove of information. It is clear that he has seen much in his time, and has travelled to many distant lands.

One evening when you arrive at the wizard's dwelling for a glass of wine and some good company, he greets you at his door with a worried frown on his brow.

"What is it?" you ask.

The old wizard is silent for a moment.

Then he beckons you to follow him. "Come inside, my friend," he says. You follow him through to his comfortable study.

Malthuveus tells you that he has just learnt of some terrible events that have transpired on the Sword Coast, many hundreds of miles away. "Have you ever heard the name Krond Vikkurk?"



Malthuveus asks.

"I have," you reply. Indeed, the name sends a chill down your spine. There may be no criminal in Faerûn more wanted than the orcish marauder Krond Vikkurk, responsible for untold murders and the sacking and burning of countless villages and towns across the Realms. Vikkurk has been at large for many years, but so far has always managed to elude capture.

"Krond, with the aid of an army of orcs, goblins, hobgoblins, gnolls, and Gruumsh only know what else, has taken the town of Daggerford hostage," Malthuveus says. "He has the entire village kidnapped, and held to ransom, at some unknown location. It seems the villain has grown bored of his usual pillage and slaughter. This time, he is demanding a huge ransom for the release of Daggerford's citizens."

"How much?" you ask.

"A hundred thousand gold pieces, to be paid by the nobles of Waterdeep, or anyone who can afford it. Of course, the nobles of that city are far too self-interested. There is no way they will negotiate with that treacherous orc, they will make the excuse that it will encourage further similar acts. And so, these nobles have offered a hefty reward for anyone who can kill Krond and release the villagers. One thousand gold pieces."

"Sounds simple enough," you reply. "I'd imagine people would be flocking to take up the cause."

"Not so simple," Malthuveus says, looking down sorrowfully. "Krond has hidden the hostages somewhere secret, a location that will be difficult to find. Someone with superior skills of deduction and a sharp mind is needed for this." Malthuveus looks up. "I immediately thought of you."

You are flattered at this. "But Daggerford is hundreds upon hundreds of miles from here," you say. "It will take a month to reach it, at least."

Malthuveus smiles faintly. "My friend, you must understand something. My daughter Kahlani lives in Daggerford, with her husband and their son. She will be among the kidnapped. I am prepared to do

anything, at great expense to myself. So I have hired the services of a powerful local mage to teleport one of my choosing to the area. And you are the only one I deem worthy of such a challenge." Malthuveus looks down at his gnarled, wrinkled hands. "I am old, my friend. My years of travelling the Realms are far behind me. That is why I came here, to Ilinvur, to escape the troubles of the world. Kahlani and her family visit me here, once every two years. But... if Krond follows through on his end of the bargain, I will see her no more!"

Malthuveus buries his head in his hands and begins to sob. You regard Malthuveus compassionately. He looks like nothing so much as an old, frail man, and you cannot see how you could refuse him.

Yet this decision is tinged with sadness.

You have grown to love the lonely, barren expanses of the north. Returning to the Sword Coast will be a culture shock. That area is densely populated, and you will be back amongst the world of humankind once more, amidst all their troubles and dramas. But there is only one choice to be made here.

"Of course I will do this, my friend," you say quietly. The old man looks up, a soft smile spreading across his tear-streaked face. Silently he grabs your hands and squeezes them with gratitude.

"When you get there, after you have perhaps searched Daggerford for clues, you may want to visit Vraxofaris. He lives some way north-east of Daggerford, in a tower within a small wood. He will offer you whatever assistance he can." Malthuveus provides you with a map of Daggerford and the surrounding area, telling you to plan your travels wisely. (See Campaign Map) That night, not wasting any time, Malthuveus summons the mage whom he has contracted to perform the teleportation ritual. It takes the mage all night, but by morning the ritual is ready. Stepping inside a circle surrounded by runes, you bid Malthuveus farewell.

"Go with the gods, my young friend," he says, embracing you. "I may never see you

again, but if you see my daughter, please give her my love!”

“I will,” you say, and even as the words are leaving your mouth you begin to feel a bizarre situation as your body is dematerialized and sped through the ether towards your destination!

SOME TIME LATER...

The sensation of being teleported across hundreds of miles is a bizarre one and leaves you feeling disoriented and drained. You can't see anything at first, although you can hear running water nearby. It takes several moments before you can even focus your senses enough to get a grasp on the world around you.

When you finally do, you find yourself by a river within a shallow gully, sprawled out on a stony beach. It is early morning. Luckily there were no enemies nearby who could have taken advantage of your compromised state, or your quest could have come to an end right there. You check your belongings and are relieved to find them all there, having made the magical leap with you. Taking a little water, you look around.

A little way off is a large wooden bridge, well-constructed, currently devoid of river-crossers. Taking this as a sign that you are near civilisation, you cautiously ascend the grassy bank that leads out of this shallow gully and see a town about two miles off. A nearby wooden sign informs you that this

is, indeed, Daggerford. You are on the Sword Coast, and it takes you a while to digest this information.

Orienting yourself by the position of the sun, which sits just above the horizon to the east, you see that the town lies to the north. Turning, you see a range of hills to the south. You weigh your options. And then you hear it... a deep, booming sound, carried on the air to you from the north.

Drums. Relentless, pounding drums, mocking you. Taunting all those who might think of coming near...

Continue to the Campaign Map on the following page and choose a location to travel to, clicking on the map when you have made your choice. Your current location is Daggerford, so no progress points are required to reach that.

Remember that travel to anywhere adds progress points and can provoke random encounters.

Go to the Campaign Map on the next page and choose your location, taking note of any progress points incurred in reaching it.



CAMPAIGN MAP: DAGGERFORD & ENVIRONS



LOCATIONS

Examine the Campaign Map and choose one of the following **areas**:

- Daggerford
- Ruins of Delimbiyran
- Black Helm Keep
- Tower of Vraxofaris
- Misty Forest.

When you have chosen, hover over that location *on the map* and click on it. Information on travel times can be found [here](#). Note that Delimbyr Hills and Secomber are depicted on the map but are not areas of interest in this quest and hence not visitable.

When travelling between locations, you need to roll for random encounters. The Random Encounters table is [here](#).

DAGGERFORD



You travel to Daggerford. Add progress points and roll for encounters (see table below) based on where you are coming from (unless this is your first destination). As soon as you have done so, read the boxed text below.

Misty Forest: 48 progress points, 2 encounter rolls.

Vraxofaris: 24 progress points, 1 encounter roll.

Ruins of Delimbiyran: 24 progress points, 1 encounter roll.

Black Helm Keep: 48 progress points, 2 encounter rolls.

ENCOUNTER ROLL TABLE

D20	1-4	5-8	9-20
Result	2 orcs	3 kobolds	No encounter

ARRIVAL AT DAGGERFORD

Stealthily approaching the sizable town of Daggerford, you do not see any of the usual things characteristic of a busy settlement. There is no traffic to or from the town, no noise or hubbub from beyond the town gates, and no guards patrol the fortified walls. Indeed, the only motion you see coming from the town are the multiple plumes of smoke billowing from within its walls. Slowly you edge closer towards the town gates, which are wrecked and hanging off their hinges. Corpses litter the entrance to the town, and looking through onto the main street, you see that Daggerford bears all the hallmarks of recent pillage. The doors of many dwellings stand open, belongings have been thrown out into the street, some buildings even gutted by fire. This town is in a sorry state. You wonder how its inhabitants are faring, wherever they might be. You cautiously make your way onto the main street of Daggerford.

To examine the left-hand side of the street, click here to go to **Map A**.

To examine the right-hand side of the street, click here to go to **Map B**.

MAP A: SW DAGGERFORD



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location. To move to Map B (SE Daggerford) or Map E (NW Daggerford) simply click the relevant token on the map. Moving between Daggerford maps also costs one progress point. Click [here](#) to return to the **Campaign Map** if you wish to leave Daggerford and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

A1: FAIRFORTUNE HALL

Making your way inside this hall, you see that it appears to be a temple, once richly appointed. Gold-painted pillars line both sides of the hall, like sentinels guarding a procession. A white marble altar bears an idol: an oversized gold coin, turned up to show the face of a smiling lady. However, crude graffiti is painted in white across the coin and the pillars, defacing the beauty of this shrine.

The beautiful tapestries have also been defaced, and you see the remains of a money box at the foot of the altar, broken open with a few coppers scattered about.

To determine what deity this temple is dedicated to, make a Religion check, DC 12. If successful, go to 214. If unsuccessful, go to 256.

Or, you could attempt to decipher the graffiti around the walls.

Make an Intelligence check, DC 12.

If successful, go to 167. If unsuccessful, go to 259.

To search the temple, go to 408.

Return to **Map A** to choose a new location to visit.

A2: BOARDING HOUSE

The drums pound on, reverberating off the side of every building, filling the empty town of Daggerford with noise. Relentless, madness-inducing noise!

You approach this building slowly, scanning the outside. It appears deserted. As you near, you see that it is not one building but two L-shaped structures which wrap around each other. A tight alleyway runs between the buildings, barely wide enough for a human to fit through. Testing the gap, you see that a human-sized person would probably get stuck in here. Even a dwarf would be too broad. Being wedged in between two buildings, waiting for an orc to come and skewer you with an arrow does not sound like a nice prospect.

If you are small (such as a halfling) then you may inspect the alleyway by going to 132.

To enter and investigate the boarding house, go to entry 46.

Return to **Map A** to choose a new location to visit.

A3: NARROW ALLEY

Peering down this narrow alley that runs between houses and the outer wall of Daggerford, you catch the smell of death. Rotting corpses are around here somewhere. Perhaps this was the scene of a stand-off between the Daggerford town guard and the invading forces.

Moving quietly along, you see a space between two houses where the alley branches off and forms a dead end. A door appears to be barricaded here, from the outside. Was it orcs barricading in their enemies, or the other way around? You can't tell if the death stench comes from beyond that door. It seems to be all-pervasive in this area.

To investigate the barricaded door, go to entry 194.

To search the narrow alleyway, go to 357.

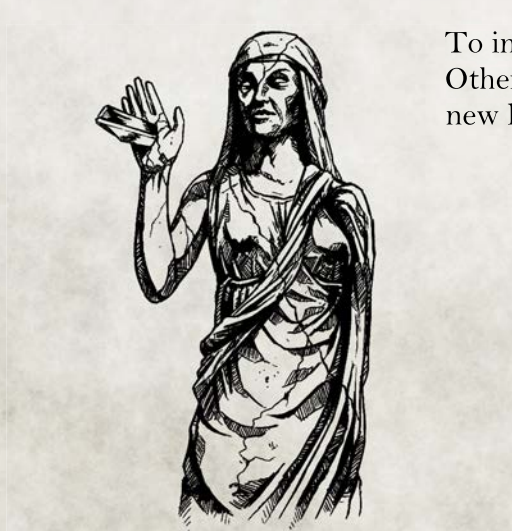
To approach the guard tower to the north, go to 174.

Return to **Map A** to choose a new location to visit.



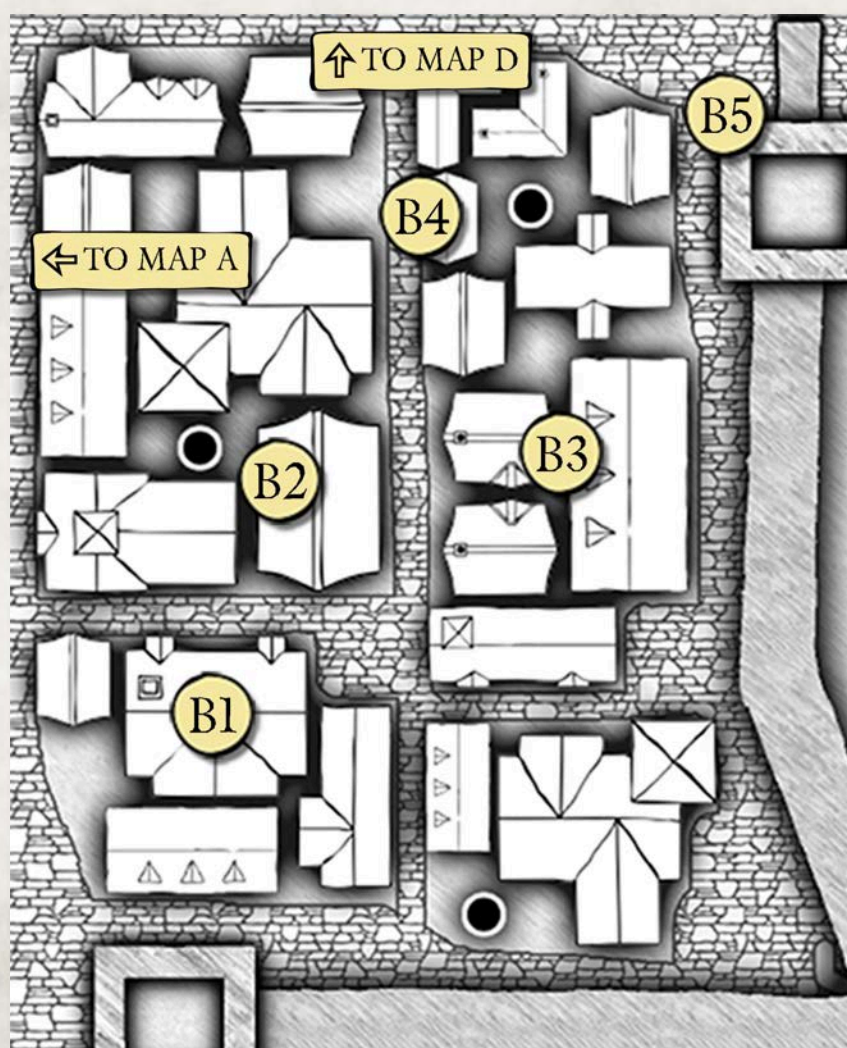
A4: TOWN SQUARE – STATUE

In the centre of this square is a statue of a female goddess, but looking closer, you see that it will be hard to discern what specific goddess it is. The stone of the statue has been vandalised, cracked and scrawled with graffiti in some places, most of it in Orc. There is even a steel blade penetrating the statue's hand.



To inspect the statue closely, go to 196.
Otherwise, move on by returning to **Map A** and choosing a new location.

MAP B: SE DAGGERFORD



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location. To move to Map A (SW Daggerford) or Map D (NE Daggerford) simply click the relevant token on the map. Moving between Daggerford maps also adds one progress point. Return to the **Campaign Map** if you wish to leave Daggerford and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

B1: RIVER SHINING TAVERN

As you approach the door to this tavern, over which a battered sign hangs displaying its name, you hear gruff laughter and merriment coming from within. It is a contrast to the ominous, pounding drums that continue in the background, echoing throughout the streets of Daggerford.

Laughter, even in the face of such tragedy? This strikes you as odd. In a deserted, pillaged town, who would be celebrating but the conquerors? Just as you are thinking this, an old man, human, pushes his way out the door, swaying unsteadily on his feet. He grabs you by the shoulders and gives you a bleary drunken smile. "You know," he slurs, his breath smelling like a distillery, "Those orc fellowsh, they're.... hic.... not acshually that bad!" Then, he shrugs to himself and staggers off down the street. Confused now, you gingerly push the door open and poke your head inside.



Turn to entry 198.

Return to **Map B** to choose a new location to visit.

B2: DOG KENNEL

You enter a closed-off courtyard area, where several houses cluster around a well. It is quiet, utterly deserted, apart from a scratching sound which seems to be coming from a dog kennel at the courtyard's edge.

To investigate the dog kennel, go to 71.

To have a look down the well, go to 230.

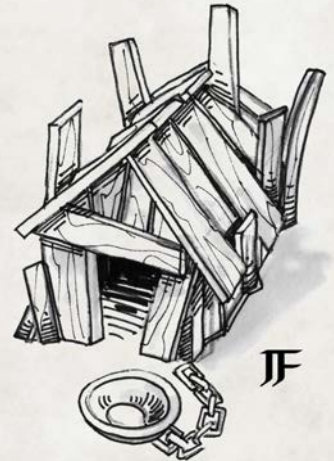
Return to **Map B** to choose a new location to visit.

B3: ABANDONED MANSION

The drums pound on, reverberating off every surface, filling the empty town of Daggerford with noise.

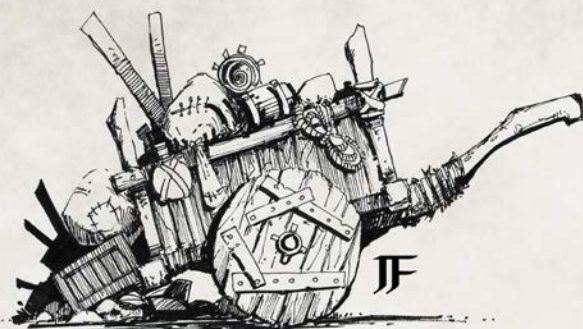
To have a look inside the houses around the edge of the courtyard, go to 190.

Return to **Map B** to choose a new location to visit.



B4: MERCHANT CART

At the side of the street, you see a cart laden with goods. It appears abandoned. From what you can see, there are baskets of dried food as well as rope and other sundry items. It is almost as if this had been left here. Perhaps the merchant was caught in the middle of the invasion and had no chance but to flee to avoid death.



To move closer and inspect the wares, go to entry 72.

To throw a stone at, or make a ranged attack on the cart, go to 63.

To move on to a different location, go to **Map B** and choose another point on the map.

B5: DUCAL CASTLE GATES

You keep yourself out of sight as you near these gates, hiding behind a house that edges onto this road. No citizens are anywhere in sight, no sign of any life apart from the ten or so burly orcs who man the battlements of this sturdy fortification, their eyes scanning the town from above. Behind this gate, you surmise, is the Ducal Castle, the residence of the Duke of Daggerford, who rules over the town, presumably now inhabited by Krond Vikkurk's cronies. But there is no getting in here, that much is certain. These guards are well-armed and certainly not scrawny goblin skirmishers. These look like seasoned warriors. You'll have to find another way in.

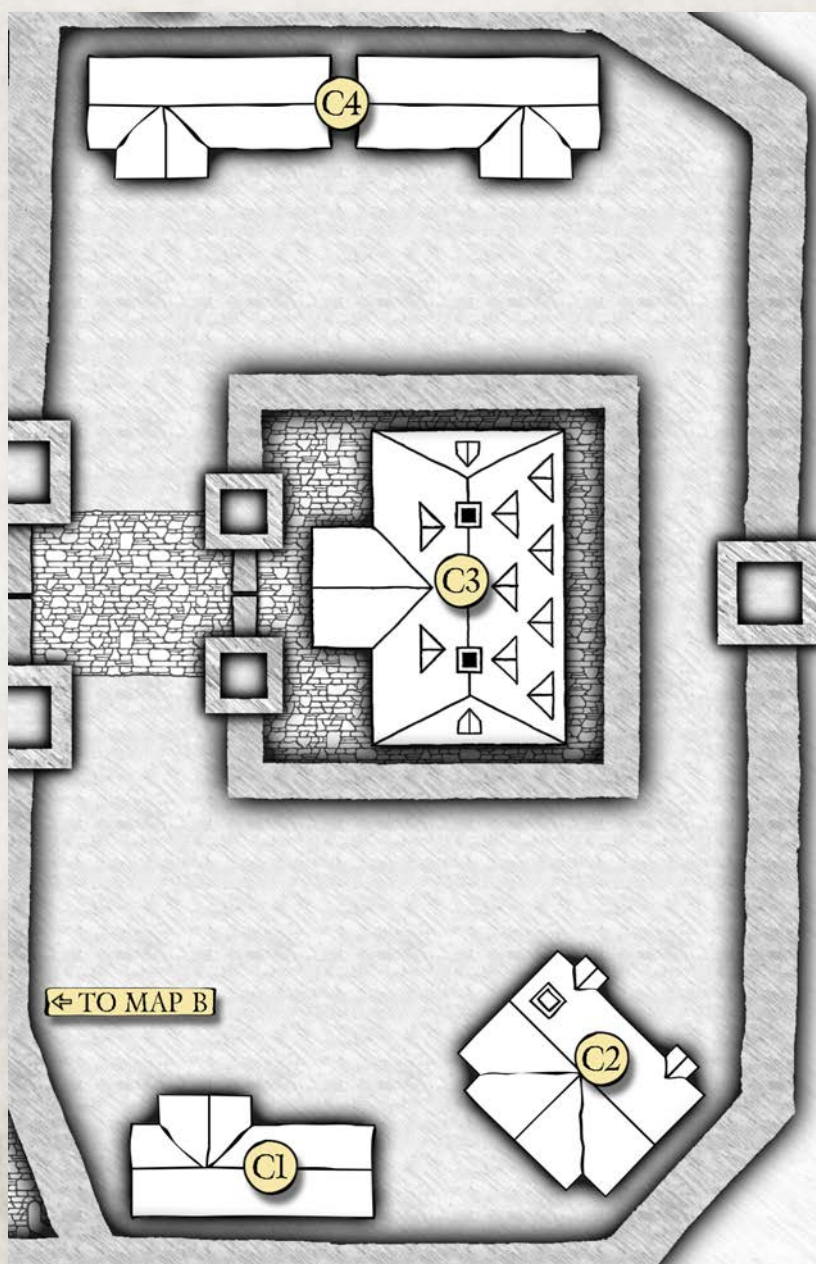
Or, you could attempt one of the following:

Do you know the spell Disguise Self, or possess some other method of altering your appearance so you look more like an orc or goblin invader? If so, go to 289. If you are an orc, half-orc or some kind of goblinoid creature, you can alter your appearance sufficiently without too much bother. Proceed to 289.

The only other option is to retreat from here and search along the wall to the south to see if you can find another way in. Go to entry 10.

Return to **Map B** to choose a new location to visit.

MAP C: DUCAL CASTLE



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location. To move to Map B (SE Daggerford) simply click the relevant token on the map. You cannot travel to another area from this map. You must return to Map B first. Moving between Daggerford adds costs one progress point.

C1: STABLES

As you make your way towards this building, make a Stealth check, DC 10. If you have the codeword disguise you may add 5 to the check. If you are unsuccessful, take note of this entry and page number, then go to entry 292. Otherwise, continue reading below.

You make your way towards a long barn that has a door slightly ajar. Just inside the door you can see the floor is lined with straw, and the whinny of horses comes from inside. The smell of manure hits you as soon as you enter this long building. These are obviously the Duke's stables, and within each pen is a magnificent steed. A chestnut mare paces restlessly within one pen, a black stallion stomps in another. Looking closer, you see ribs showing on the dozen or so horses. Krond's soldiers have not bothered to feed these poor beasts, and you feel a pang of pity. Then a plan begins to form in your head... you're not sure if it's sensible or not, but it is certainly interesting.

To take a moment to feed these beasts, go to 243.

To free these hungry beasts and set them loose into the compound, go to 353.

To quietly leave these stables, go to entry 444.

C2: GUEST HOUSE

As you make your way towards this building, make a Stealth check, DC 10. If you have the codeword disguise you may add 5 to the check. If you are unsuccessful, take note of this entry and page number, then go to entry 292. Otherwise, continue reading below.

You approach this house that looks more well-appointed than most of the other buildings in this compound, apart from the Ducal Castle of course. This turreted house has several windows facing forward and you move against the buildings to avoid being spotted as you approach. Fortunately, you cannot see any orcs or goblins patrolling the area. Narrowing your eyes, you focus on the house, and find yourself ruminating on Krond Vikkurk's motives here. Obviously, his troops have seized control of this area, but is Krond himself here, within this building or the Ducal Castle? As you are thinking this, you fancy you can see movement coming from within this house. Someone is inside. Trying to snipe them from here, however, will only attract unwanted attention. You need to get closer, possibly inside the house, to do away with them quietly - if they are enemies, that is. You reason that there may be hostages in there also.

To sneak up towards the front door of the house, go to 16.

To move around and explore the exterior of the house, go to 136.

C3: DUCAL CASTLE

As you make your way towards this building, make a Stealth check, DC 10. If you have the codeword disguise you may add 5 to the check. If you are unsuccessful, take note of this entry and page number, then go to entry 292. Otherwise, continue reading below.

The magnificent castle of the Duke of Daggerford rears up before you, and you are temporarily awestruck. You don't see buildings of such grandeur every day. Panelled with dark timber and trimmed with white paint, this structure is somewhere between a manor and a castle. The front door is shut, and you suspect that there may be many of Krond's soldiers inside, possibly even Krond himself!

You realize that the drumming you have been hearing ever since you arrived in Daggerford is now louder than ever! Surely those infernal drums are somewhere around here. It would be good to put a stop to those once and for all. Or, perhaps you feel that investigating this house right now is a little too risky.

What will you do?

To move around the side of the house, investigating the exterior, go to 242.

To go up to the front door, go to entry 162.

Or, if you wish, you could leave and choose another location on **Map C**, or even move back to **Map B** if you feel like leaving this area.

C4: BARRACKS

As you make your way towards this building, make a Stealth check, DC 10. If you have the codeword disguise you may add 5 to the check. If you are unsuccessful, take note of this entry and page number, then go to entry 292. Otherwise, continue reading below.

Even when you are some distance from these two long buildings, it is plain to see that they are a hive of activity. Quickly you move, scurrying from tree to tree, boulder to boulder, finding what cover you can, attempting to get closer.

Around the outside of these buildings, clusters of orcs and goblins are gathered, mock-fighting with swords, playing dice, drinking liquor and generally causing a ruckus.

What intelligence can you gain from this rabble, you wonder. Is there anything to be gained?

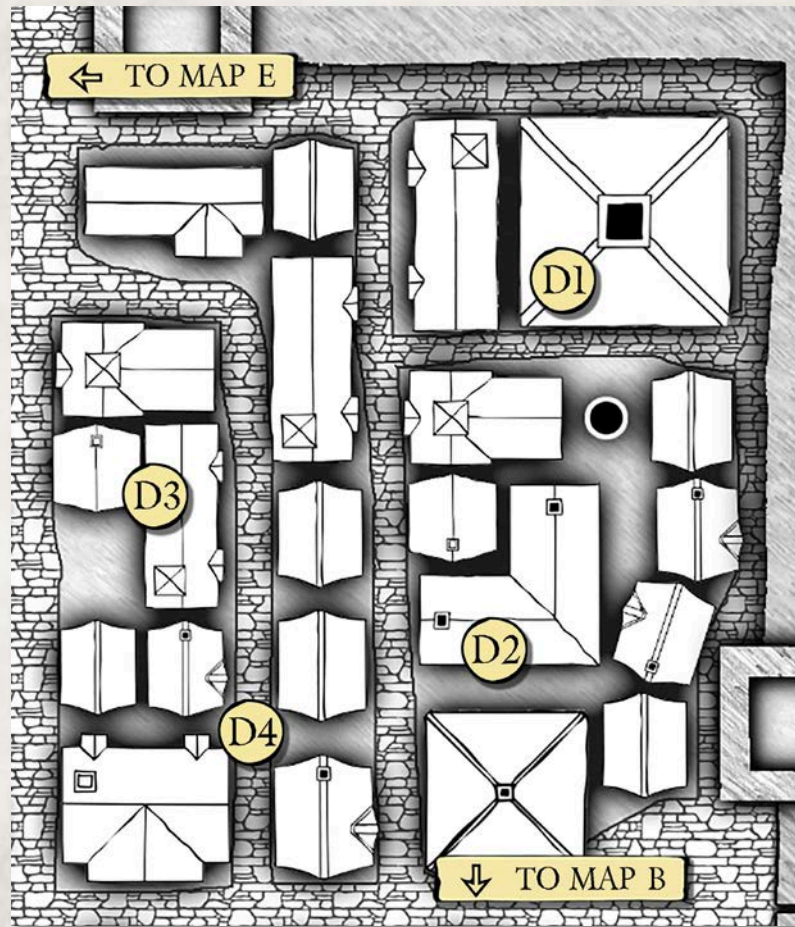
To chance approaching the barracks so you can overhear some conversation, go to 115.

Attacking would be pure suicide, but if you are a mage of some sort, and feel like causing a little magical mischief, go to entry 65.

If you would rather abandon this course of action and move elsewhere, then return to **Map C** and choose a new location, or move to **Map B** if you are done exploring this area.



MAP D: NE DAGGERFORD



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location. To move to Map B (SE Daggerford) or Map E (NW Daggerford) simply click the relevant token on the map. Moving between Daggerford maps also adds one progress point. Return to the **Campaign Map** if you wish to leave Daggerford and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

D1: A WHISPER FROM AN ALLEYWAY

Before proceeding, roll a d100. If you roll 50 or lower, or you have already run this random encounter, proceed with the entry below. If you roll 51 or above, go to entry 55.

As you make your way through this deserted part of Daggerford, you hear a whisper from a doorway to your right. A monk or some sort of initiate is calling to you from the doorway to a temple.

"Psst! Friend! Come over here, quickly!"

He looks desperate for your help.



To go and investigate, go to 104.

Or you could ignore this man by returning to **Map D** and choosing a new location.

D2: FARRELL'S FINE JEWELS & APPAREL

Before proceeding, roll a d100. If you roll 50 or lower, or you have already run this random encounter, proceed with the entry below. If you roll 51 or above, go to entry 55.

This long building that you stand in front of is well-maintained with a neat white and blue trim. A sign above the door bears gilt lettering: **Farrell's Fine Jewels and Apparel**. There is a brief surge of excitement as you wonder whether Krond's forces have looted this place yet... perhaps there are riches for the taking within, especially if the proprietors aren't there any more.

But then, you think of all the suffering this town has gone through, and perhaps feel a little ashamed for thinking such things.

Still though, you reason... you could put any wealth you found inside to good use, by equipping yourself well so that you can better vanquish villains like Krond...

To enter Farrell's Fine Jewels & Apparel, go to 131.

To move on, return to **Map D** and choose a new location.

D3: FORTUNE SEEKERS

Before proceeding, roll a d100. If you roll 50 or lower, or you have already run this random encounter, proceed with the entry below. If you roll 51 or above, go to entry 55.

Rounding a corner, you are surprised to see a trio of hardy-looking adventurers sitting by the roadside, casually conversing!

"Greetings, traveller!" one of them, a human, greets you. "I expect you are much like us, are you not? Here to rid Daggerford of the invading forces and collect the bounty from the nobles of Waterdeep eh?"

"Perhaps," you reply, eyeing up these strangers.

"Yes, well... so were we until earlier today. Had a nasty run-in with an orc patrol who gave us a beating. We only just escaped with our lives. So we've decided to pack it in and head home. Had enough of this hellhole. The tavern in my home town of Triboar calls to me!"

You notice the halfling looking very sour. "Lazy bugger, he is," you hear him grumble. "Just wants to drink ale and lose all his silvers playing dice!"

“Hey! That’s enough of that from you, Ricklan! I’ve told you, you’re more than welcome to stay here if you want. But Dundal and I,” he motions to the other human, “have had enough, and we’re going home!”

The halfling’s gaze settles on you. “They’re hopeless,” he says. “Run and hide at the first sign of danger. I don’t suppose... you’d consider taking on a companion?”

Well, what say you? Will you take on the halfling Ricklan as a sidekick? If so, turn to entry 404.

If not, go to 262.



D4: NOISES FROM BELOW...

Before proceeding, roll a d100. If you roll 50 or lower, or you have already run this random encounter, proceed with the entry below. If you roll 51 or above, go to entry 55.

Making your way along this narrow side-street, you are perplexed to hear splashing noises coming from somewhere. And then you spy it: a circular drain cover at the side of the street. Moving closer to it, you can hear splashing from below, and a foul stench wafts up to violate your nostrils...

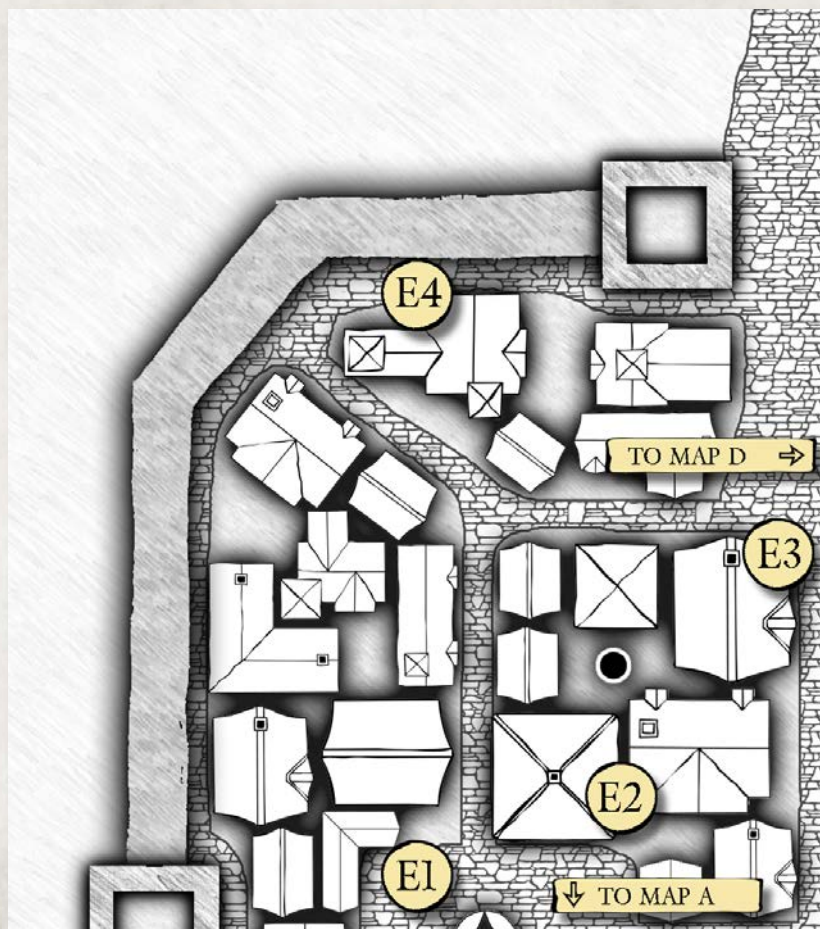
“No... get away from me!” you hear a voice echo through the tunnels, and then a scream, female...

Under the circular grate, you see a ladder leading downwards.

To remove the grate and descend the ladder, go to 337.

Otherwise, you can continue on your way by returning to **Map D** and choosing a new location.

MAP E: NW DAGGERFORD

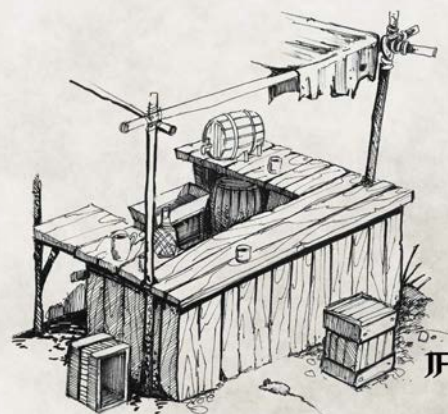


LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location. To move to Map A (SW Daggerford) or Map D (NE Daggerford) simply click the relevant token on the map. Moving between Daggerford maps also adds one progress point. Return to the **Campaign Map** if you wish to leave Daggerford and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

E1: TOWN SQUARE - ABANDONED STALLS

Wandering through the northern part of the town square, you see several abandoned stalls, some overturned, their contents scattered here and there. And, bizarrely, amidst all this is a man who appears to be a merchant of some kind, picking through the debris with a puzzled expression on his face and muttering to himself. He is dressed simply, like a peasant or farmer, and nearby is a cart laden with sacks.



To approach this man, go to 14.

To leave him be and go on your way, return to **Map E** and choose a new location!

E2: ABANDONED TEMPLE

This large, temple-like building sits in the north-eastern part of the town square. A stone door stands open and leads into a darkened interior. On looking closely, above the door is a symbol depicting a set of scales.



Who could this temple be dedicated to?

To discern this, make a Religion check, DC 12.

If successful, go to 462.

If unsuccessful, go to 105.

If you would rather explore another location, return to **Map E** without taking a progress point and choose a new location.

E3: DERVAL'S BRIGHT BLADE

The tang of metal hits your nose as you approach this wooden building. Over the barn-like door swings a sign depicting an anvil and hammer, from which you deduce that this must be a smithy. Piles of wood are stacked outside, presumably to fire the forges, but the once-busy workshop does not ring to the sound of steel any more, thanks to Krond Vikkurk's invading forces.



To investigate the smithy, go to 229.

Otherwise, return to **Map E** without taking a progress point and choose a new location.

E4: DRAGONBACK INN

At the side of the road, you see a large building with a well-maintained facade. A long dragon curls its way around the door, above which is a sign: "Dragonback Inn." Inside the place reeks of stale ale, and you see still-full tankards, plates of food and other indications of recent habitation. It is as if the whole place was suddenly emptied of people, who had no time to finish their drinks, food, or games of dice. Which, of course, is exactly what happened. You look around some more. Over the fireplace, a huge dragon's skull hangs, menacing in its size.

To investigate the bar area, go to 199.

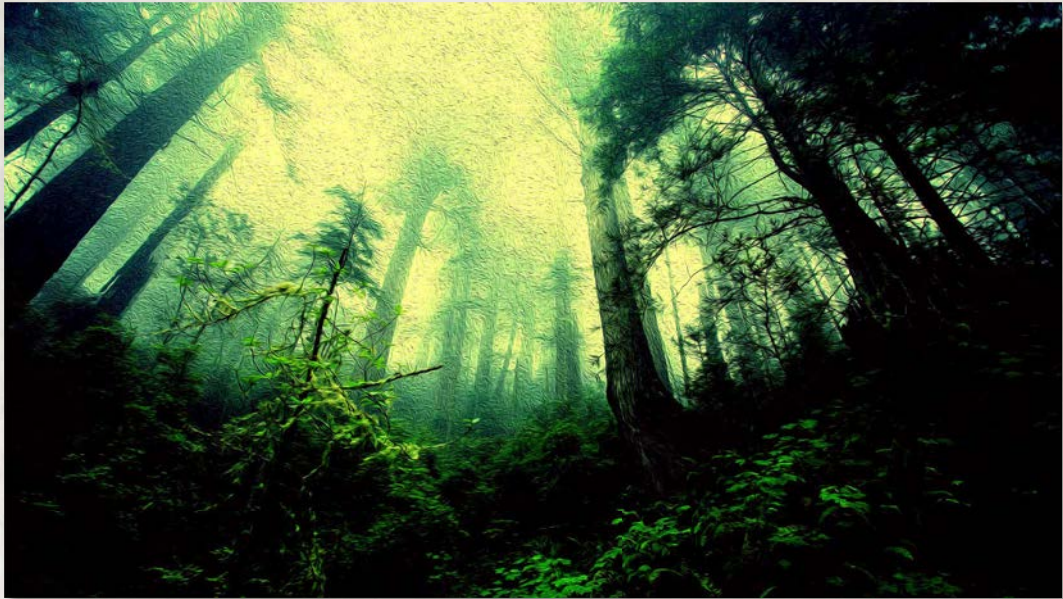
To have a look at the dragon's skull over the fireplace, go to 228.

To see if anything of use can be found upstairs, where the accommodation is, go to 69.

Otherwise, you may leave the inn by returning to **Map E** and choosing a new location to visit.



MISTY FOREST



You travel to Misty Forest. Add progress points and roll for encounters based on where you are coming from. As soon as you have done so, read the boxed text below.

Daggerford: 48 progress points, 2 encounter rolls.

Vraxofaris: 72 progress points, 3 encounter rolls.

Ruins of Delimbiyran: 72 progress points, 3 encounter rolls.

Black Helm Keep: 48 progress points, 2 encounter rolls.

ENCOUNTER ROLL TABLE

D20	1-4	5-8	9-12	13-20
Result	2 black bears*	3 boars	3 orcs	No encounter

*Note: A jar of *Finest Misty Forest Honeycomb* will allow you to evade this encounter.

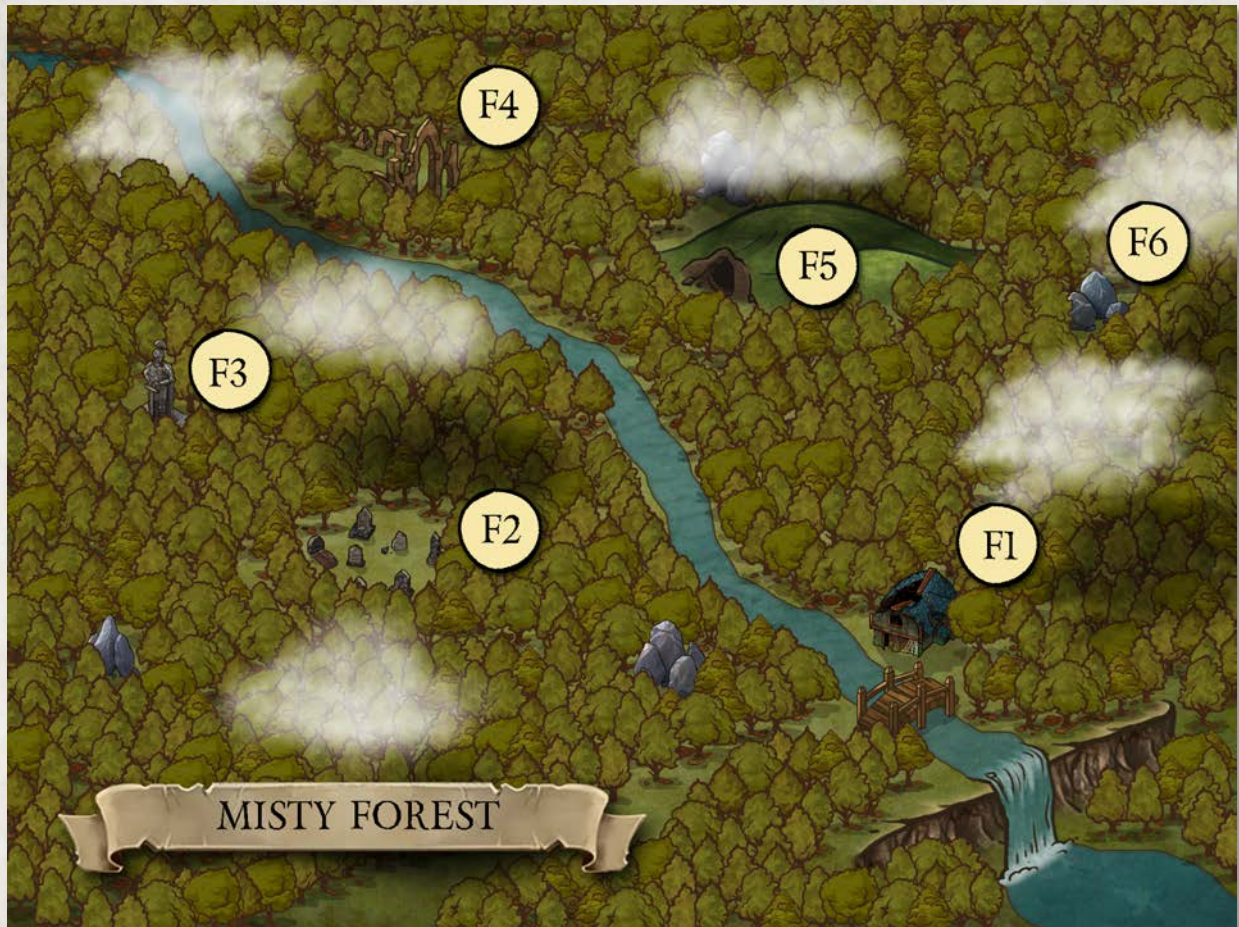
ARRIVAL IN MISTY FOREST

Birdsong greets you as you arrive in this ancient wood, the sounds of creatures you cannot identify echoing through the maze of thick-trunked trees. At ground level, a tangle of vines and bushes crowds over a scant path which you pick your way along. Is it possible Krond Vikkurk has hidden the residents of Daggerford within this wood? Certainly. The Misty Forest, according to what you have been told, is over fifty miles east to west and more than twice that north to south. There is certainly enough room in here to fit the population of a medium-sized town. But if they are in here, then where?

You walk through the cool forest for about an hour, enjoying the serenity, before you see any sign of life. Ahead, you can hear the sound of a rushing river, and as you round a corner you see a bridge, on the other side of which is an abandoned cabin.

To progress to the cabin, turn to the next page and choose location F1. Alternatively, if you want to explore any of the other locations in Misty Forest, simply click on those parts of the map and you will be directed to those entries.

MAP F: MISTY FOREST



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **four** progress points as travel within this location takes longer. Click the location token on the map to investigate that location.

Return to the **Campaign Map** if you wish to leave Misty Forest and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

F1: ABANDONED HUT

You are not long within the bounds of the Misty Forest when you hear the sound of a fast-moving river. It is clear that a major waterway is ahead, and as the day is hot and travel is sweaty, you look forward to drinking from the forest river.

Arriving at the river, you quench your thirst with cool water that tastes of stones and leaves, and then stand, wiping your mouth with the back of your hand, and survey your surroundings. Ahead, you see a bridge spanning the river. An abandoned cabin sits on the far side, its roof partially caved in. To your right, on the near side of the river, a path leads to a drop-off where a waterfall tumbles down from this plateau into a lower part of the forest.

Also on the near side of the bridge, a large signpost bears several parchment notices, nailed there for all to see.

What will you do?

To cross the bridge and investigate the abandoned cabin, go to 1.

To head down the path to the right and check out the waterfall, go to 432.

To go and read the notices tacked to the signpost, go to entry 333.

Or, if you are done with this location, return to **Map F** and choose a new location.



F2: ANCIENT CEMETERY

Pushing your way through the dense foliage of the Misty Forest, you wonder if Krond Vikkurk could have his hostages hidden within this ancient wood. There's certainly enough of it to hide the population of a town like Daggerford.

You are deep in these thoughts when all of a sudden you emerge in a large clearing. It takes you a moment to realize that the ground is dotted with tombstones amongst the shin-high grass. Some of them lie fallen over on the grass, while others are partially covered with creepers or almost lost amongst the greenery.

At the far side of the clearing, you see a low barrow, in the side of which is an ornate stone door.

To inspect this door, go to 36.

Otherwise, return to **Map F** and choose a new location.



F3: STATUE CLEARING

You push through a dense thicket of flowering bushes into another clearing, if it can be called that. A thick tangle of vines and weeds covering the ground will make exploring this area difficult.

In the centre of this clearing is a statue, well, more of a monument really. It depicts an upright sword, and by some artifice or magic, it appears to be wreathed in dancing white flame.

To approach the statue, go to 385.

Otherwise, you may leave this area by returning to **Map F** and choosing a new location.

F4: FOREST RUIN

You arrive in an area where the trees aren't quite as thick, and you see the remains of a once-grand temple, or some other ornate structure, emerging from the undergrowth. Walls, a pillar here, an altar there... what deity was worshipped in this sylvan hideaway, you wonder? Although not as dense as the rest of the forest, you spy some immense oak trees growing in various parts of the ruined temple complex, some of the biggest you have seen so far in the Misty Forest.



Make a Perception check, DC 13.

If successful, go to 181.

If unsuccessful, go to 438.

F5: CAVE LAIR

The sound of the river is nearby as you make your way east through the forest. Suddenly, you notice the land start to rise and the trees begin to thin out, and ahead you see a low hill.

Emerging from the treeline, you see a cave mouth yawning before you. And from the smell emanating from within, it seems that some creature or other has made their lair here...

To enter this forbidding cave, go to 129.

Otherwise, leave this place by returning to **Map F** and choosing a new location.

F6: BLACKSMITH FORGE

From some distance ahead you hear clanging sounds, the sawing of wood, the hissing of hot metal going into water. And voices - the voices of men, laughing, shouting, barking orders... whatever lies ahead, it is a hive of activity.

Then you emerge from the trees and behold it - an open-air blacksmith forge. In the foreground, two men work the forge, using a long pole to heat a pot of metal. Anvils and hammers are positioned wherever you look, and in the distance, you see more workers engaged in various tasks. The acrid tang of metal is in the air, and the sound of hammer on anvil rings musically around this large glade.

"Hello there," someone says as you walk out into the middle of the area. He looks you up and down. "Looking to get some work done? As well as forging, we sharpen weapons, restring bows... anything related to weapons, and of course all the usual domestic needs. Pots, cutlery, locks, hooks, whatever you desire for your... but I'm boring you! Many apologies. I'm Rodrick. Formerly of Daggerford, but I spend most of my time here now."

You greet Rodrick heartily and tell him that you are a traveller, passing through on your way to the High Moor.

"High Moor eh? Not much over there. But, we all have our reasons! Well, what about it, then? Fancy your weapon sharpened? Or perhaps an entirely new weapon?"

To ask about getting your weapon sharpened or bow restrung, go to 433.

To ask about their selection of new weapons and armour, go to 331.

Have you met the druids of Misty Forest? If so, go to 252.

Or, perhaps you have a message to deliver to Rodrick from someone? If so, go to 237.

Or, if you are done here, you can return to **Map F** and choose a new location.



RUINS OF DELIMBIYRAN



You travel to Delimbiyran. Add progress points and roll for encounters based on where you are coming from. As soon as you have done so, read the boxed text below.

Daggerford: 24 progress points, 1 encounter roll.

Vraxofaris: 24 progress points, 1 encounter roll.

Misty Forest: 72 progress points, 3 encounter rolls.

Black Helm Keep: 36 progress points, 1 encounter roll.

ENCOUNTER ROLL TABLE

D20	1-4	5-8	9-20
Result	3 goblins	1 nothic	No encounter

ARRIVAL IN DELIMBIYRAN

After a long voyage, you finally see it in the distance: a collection of ruined buildings, the remains of a city, it would seem.

You arrive a short while later and walk in amongst the structures. These meagre ruins are all that is now left of a once-proud civilization. Feeling some sadness, you walk among the buildings, wondering whether there was any point in visiting here. You even fancy you can hear the voices of the long-forgotten inhabitants, who roamed these streets many hundreds of...

Wait... you're not imagining things, those are voices! Orc voices, if you're not mistaken, and coming from the shattered upper storey of a nearby ruined building. It sounds like a heated argument is going on.

To investigate these voices, go to the map on the next page and click on Location G1. Alternatively, if you want to explore any of the other locations in the ruins, simply click on those parts of the map and you will be directed to those entries.

MAP G: DELIMBIYRAN



LOCATIONS

The locations marked on the map attract your attention as being worthy of further investigation. Visiting each one adds **one** progress point. Click the location token on the map to investigate that location.

Return to the **Campaign Map** if you wish to leave Delimbiyran and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

G1: VOICES AMONGST THE RUINS

You follow the sound of the angry orc voices to a building, shattered and standing slightly off-kilter. As ancient as it is, grass and earth are starting to reclaim the stone of this structure, and you wonder how safe it is to enter. Still, it seems that there are orcs holed up in there - and who knows what else... and the building hasn't collapsed due to their presence.

To enter the building, go to 128.
Otherwise, return to **Map G** and choose a new location.

G2: RUINED WELL

You approach this dilapidated well, noting that the construction seems ancient. Most of the small structure is intact but a part of the stonework has collapsed, deconstructed stone bricks spilling sideways.

You reach the well and peer down into its murky depths. There is no rope, but from below you hear the sound of dripping water reverberating upwards.

If you have a rope, you may attempt to descend by going to 97.
Or you could leave here by returning to **Map G** and choosing a new location.

G3: TEMPLE REMAINS

Approaching this ruin, you see that it was once ornate, a grand temple, perhaps the centre of this city. For a moment you imagine it when it was whole, with worshippers coming and going and paying their respects to whatever god this temple was dedicated to.

Walking into the middle of the chapel, you can see by the remaining walls that it was also a lofty building, a cathedral even. Now, where a tiled floor once bore the tread of devotees, there is just soft turf. The devotional chanting of ages past has been replaced by birdsong. It is strangely peaceful here.

But you feel something also... some presence.

Welcome traveller. You come into my house, and I enfold you in my embrace, for your mission is worthy. Answer me this question, and I will grant you a boon.

You are caught off-guard by the voice which resounds in your head, and you turn this way and that, trying to discern its source.

No, you will not find me present in a material sense, but my spirit still resides in this temple. I am Lathander, God of Beginnings, and many other things besides. Are you worthy of my boon? Answer me this: what breaks, but does not fall?

Do you know the answer? Take the first two letters of the answer, and assign numbers based on their place in the alphabet, then make an entry number out of that. If the first two letters of the answer were Za (they're not) then the answer would be 261 (z is the 26th letter and A is the 1st letter).

Turn to the resultant entry.

Do you possess the book *A Sphinx's Guide to Puzzles*? If so, go to entry 458.

Otherwise, you are flummoxed by this riddle. Return to **Map G** and choose a new location to visit, or return to the campaign map and choose a new destination.

G4: CRACKED CHASM

Making your way over to this gaping chasm, you are taken by how far down this rift in the earth goes. But the bottom is visible. Peering down the crack, you see that there appears to be a cavern below, and it doesn't look like it would be too hard to descend. There is a series of descending boulders and outcrops that should allow you to descend easily from the surface.

To descend into the cavern, go to entry 96.
Otherwise, return to **Map G** and choose a new location.

BLACK HELM KEEP



You travel to Black Helm Keep. Add progress points and roll for encounters based on where you are coming from. As soon as you have done so, read the boxed text below.

Daggerford: 48 progress points, 2 encounter rolls.

Vraxofaris: 24 progress points, 1 encounter roll.

Misty Forest: 48 progress points, 2 encounter rolls.

Ruins of Delimbiyran: 36 progress points, 1 encounter roll.

ENCOUNTER ROLL TABLE

D20	1-4	5-8	9-12	13-16	17-20
Result	2 orcs	3 goblins	3 kobolds	1 nothic	No encounter

ARRIVAL AT BLACK HELM KEEP

You see it long before you reach it, a grim claw tearing at the horizon, like a demon digging its way out of the dark below, into the world of the living. Black Helm Keep is well-known in these parts and avoided by those who live in the area, having a reputation for being haunted and perhaps inhabited by the ghost of the Black Vizor, a feared officer of the High Heralds of Faerûn.

As you near the Keep, you see why it has gained this reputation. Sitting atop an island of rock that juts rudely skyward from the barren landscape, the heavily-fortified keep is made entirely of black stone and sits looking out over a bleak wasteland like a magister sitting in judgment.

You keep low, approaching the keep by moving amongst a maze of boulders and bare rock formations, trying to remain unseen by anyone who might be watching. There are boulders everywhere, it seems, literally thousands of them, most of them as big as a small house.

To continue stealthily approaching the keep, turn to 205.

If you want to inspect the boulders, go to 195.

Return to the **Campaign Map** if you wish to leave Black Helm Keep and visit another area. This will add progress points and may trigger a random encounter (see the Introduction section).

TOWER OF VRAXOFARIS



You travel to Vraxofaris's Tower. Add progress points and roll for encounters based on where you are coming from. As soon as you have done so, read the boxed text below.

Daggerford: 24 progress points, 1 encounter roll.

Black Helm Keep: 24 progress points, 1 encounter roll.

Misty Forest: 72 progress points, 3 encounter rolls.

Ruins of Delimbiyran: 24 progress points, 1 encounter roll.

ENCOUNTER ROLL TABLE

D20	1-4	5-8	9-20
Result	1 grick	3 boars	No encounter

ARRIVAL AT VRAXOFARIS'S TOWER

Following Malthuveus's directions to the best of your ability, you arrive at a small copse of wood just as night is falling. Protruding from the top of the small forest, its upper levels visible above the canopy, you see a ramshackle old tower, painted in hues of green and brown.

You enter the wood, which seems ancient and overgrown, infused with arcane energy perhaps.

Entering the wood you are scared shitless, but it only takes you a little while before you are in a small, grassy clearing standing before a tower that only a mad wizard nutter could inhabit.

Taking a deep breath, you step forward to the wooden front door, grasp the oddly-shaped knocker, and make three sharp raps.

A little while later you hear mumbling and the sound of someone descending a flight of creaky stairs.

Turn to entry 235.

Return to the **Campaign Map** if you wish to leave Vraxofaris's Tower and visit another area. This will incur progress points and may trigger a random encounter (see the Introduction section).

ENTRIES

1

Approaching this dilapidated cabin, you catch the aroma of rotting flesh on the breeze. Crossing the bridge, you see them: corpses, littering the ground within this cabin. A slaughter has gone on here, and recently too. To investigate the bodies, go to 77. To check around the outside of the cabin, go to 309.

2

“Good morning,” you announce loudly from the door. The kenku spins around, startled, and immediately draws a long dagger from its waist. It garbles a few sentences in a language you do not understand, and then switches to Common.

“Who are you?” it croaks. “Another adventurer looking to gain the noble’s bounty, no doubt?” When you answer that you are, the kenku’s stance relaxes somewhat.

“I am Nybbler,” the kenku tells you. “Nybbler Coalfeather. I was searching this boarding house for any clues that the orcs might have left... anything to tell me...” he breaks off then, realizing that he is talking to a rival.

“Where the hostages are being kept, yes,” you finish for him. “I seek the same answers. Which makes us rivals. We both compete for the same prize.”

“Indeed,” Nybbler rasps. “And I am not willing to share the reward, friend.”

“Is there any information you can share with me?” you ask hopefully. “I have only just arrived here.”

Nybbler pauses for a long while, regarding you carefully.

“I will share this,” he says. “Castle Daggerford lies in the east part of the town. I believe there are many orcs in there. Important orcs. If not Krond Vikkurk himself, then some of his lieutenants, certainly. But... I think it may be hard to gain entrance. You will need your wits about you, for sure. If you are considering entering, the main gate might not be the way. Of course, I could be completely wrong!”

Thanking Nybbler, you wish him luck (with your fingers crossed) and then continue on your quest.

To investigate the room closer to the entrance, go to 249.

Or, to leave the boarding house, either return to **Location A2** and choose a new entrance or return to **Map A** and choose a new location to visit.

3

“Defilers!” you repeat, spitting on the ground for effect. “Yes, that is truly a grievous crime.” The robed men are overjoyed that you agree with them, and let you go peacefully on your way.

Return to **Map F** and choose a new location.

4

The goblin alchemist lies dead at your feet. Going through his cloak, you find some strange items, alchemical ingredients, but nothing of any real use to you. But wait, what’s this? A small silver key, with the number 326 engraved on it.

Perusing the shelves, you take in some of the interesting tomes on display here. Sadly, many of these books have been torched by the goblin’s wayward attacks, but there are still some interesting-looking volumes. However, they are rather large so you will only be able to take one with you, otherwise your backpack will be too bulky.

Choose from one of the following:

- *A Sphinx’s Guide to Puzzles*
- *The Art of Tracking*
- *The Gamer’s Guidebook*

Make your choice first, then proceed to entry 47 to find out what benefits your tome confers. After you have made your choice, you move on, leaving this room.

Return to 162 and choose an option you have not chosen yet.

5

You can't tell where the sound of the drums is coming from. The noise reverberates off every surface, making it hard to discern the source. Return to **Location B2** and choose a new option.

6

You finally discover the source of the stench. Underneath some overturned crates is a corpse. This man looks like he might have been a merchant once, but now he is no more than a rotting cadaver, his fine clothes blackened and his flesh decaying. A black-fletched arrow has pierced him right through his eye. Obviously, Krongd Vikkurk didn't take everyone prisoner. Soon, you find that the stench of death is overpowering, turning your stomach. Make a Constitution save, DC 12. If successful, go to 352. If unsuccessful go to 80.

7

Looking over the cart, you don't see anything that appears out of place. You start looking over the items, wondering what could be valuable to take for yourself. Roll a d20+5. If the result is equal to or higher than your AC, go to 452. If lower, go to 17.

8

(Do you have the codeword *library*? If so, you have been in this room before. Return to entry 176 and choose a new option). The door to this room is rather creaky! You grimace as the door creaks noisily, but you get it open far enough, and soon you are peering into what looks like a library. To enter this room, go to 130. To close the door and continue up the passage, go to 83.

9

You look down, just in time to see a mass of writhing vines attempting to wrap itself around your feet! It seems the foliage itself is trying to entrap you. Quickly you jump out of the way, getting quickly clear of these predatory plants. Take the codeword *vine-wise*. You can still hear the sound of distant chanting through the trees. To follow this sound, go to 149. Otherwise, you may leave this location by returning to **Map F** and choosing a new location.

10

Once you are out of sight of the orc sentries, you move closer to the wall and begin tracing your way south, searching for any openings. Sure enough, about halfway to the south wall, you see it. A human-sized hole at the base of the wall. Marks on the ground show that this area has seen a bit of traffic. Krongd Vikkurk's soldiers are either unaware or unconcerned that this hole in the wall could pose any threat to them, otherwise they would have repaired it. To go through this hole in the wall, go to entry 413. Otherwise, return to **Map B** and choose a new location.

11

You almost miss it. It is the smallest detail on the lid of the ornate sarcophagus that sits against the eastern wall. The pommel of the sword depicted on the lid has a slight gap around it, as if it were a button of some kind. To push this button, go to 459. Or, if you would rather ignore it, you can return to the main octagonal chamber and try the other door (if you haven't already) by going to entry 106. If you are done exploring this tomb, you may return to **Map F** and choose a new location to explore.

12

You begin searching around the area you are in, careful to keep your movement concealed behind the boulders. You stay low, searching every nook and cranny you can find and are just about to give up when your eye catches something. One particular boulder has a large lump at its base which juts forward and moving to the right-hand side of it, you see that this natural formation hides the entrance to a tunnel! To enter this tunnel, go to 424. Otherwise, assess your other options by going to 205.

13

After a thorough search of every part of the door, you conclude that there are no traps here. To try the knob, go to 213. Otherwise, you could try the other door by going to entry 108.

Moving towards the man, you catch his attention by addressing him.

"Hoy there! Hello!"

He stands and looks at you with a puzzled expression. "Perhaps you can tell me," he says.

"Where in the Nine Hells is everyone?"

You stop and regard him with amazement.

"What... you don't know?"

"Know what?" he replies.

"The town has been sacked by Krond Vikkurk's army," you say. "How could you not know this?"

"I'm not from here!" the man snaps, offended. "I run a farm, south of here, near the Misty Forest. I just come here to sell my produce. Potatoes and pumpkins." He frowns, casting an eye around the devastation - wrecked stalls, empty houses with doors ajar, and worse. "That makes sense I suppose," he continues thoughtfully, but not, you note, with any apparent compassion for the residents of Daggerford. "Oh well, I'll come back next month then. Perhaps things will be back to normal by then."

You feel like giving this man a stern talking-to, but think better of it. "What will you do now?" you ask.

"Head home," he replies quickly. "I've got a farm to run. I'll drive my cart back down and perhaps try to sell some things along the way." It occurs to you that this could be a golden opportunity to get a free ride to the Misty Forest. The journey is quite some distance. To ask this man if he is willing to have a passenger on his ride home, go to 21.

Otherwise, the man goes on his way. Return to **Map E** and choose a new location.

15

Quietly you pad down the corridor, poised for action. The sounds grow louder as you near the door, the sounds of shuffling, someone rifling through a chest of drawers. Someone is turning that room over, with no regard for who hears it. It could be an orc, looking for survivors, or perhaps someone looking for a family member. You reach the doorway and stealthily peer around the corner.

Within the room is a hooded, bird-like humanoid, preoccupied with a thorough search of the room. You have no way of telling whether this character is hostile or not, and they have not seen you just yet.



What will you do?

Address him directly? Go to 2.

Attack him from behind? Go to entry 334.

Quietly move away? Go to 461.

16

Staying low and out of sight, you creep towards the house, keeping an eye on the windows. Make a Stealth check, DC 12.

If successful, go to 234.

If unsuccessful, go to 430.

17

You hear something whoosh past your ear and look up to see a goblin archer perched on a nearby rooftop! Simultaneously, two other goblins emerge from a nearby alleyway running straight towards you!

Proceed to **Goblin Cart Trap Combat Sheet**.

18

Carefully you make your way around the side of the house and then inspect the back. There do not appear to be any alternate entrances to this house. The front door is the only way in.

You may return to the front door and attempt to enter by going to entry 234 (you won't need to make another Stealth check).

Alternately, if you do not want to investigate this building, return to **Map C** and choose a new location.

19

Glancing around the foyer once more, you check the coast is clear and then begin climbing the stairs as quietly as you can. Fortunately, the stairs are well constructed and not too creaky. You reach the top landing, off of which several doors lead. Quietly checking each door, you discover large, well-appointed bedrooms. Make an Investigation check, DC 15.
If successful, go to 345.
If unsuccessful, go to 410.

20

"Why do they not talk?" you ask, motioning around at the other captives, who cower within small recesses around the cavern walls. The noblewoman shakes her head sadly. "They have been here a long time," she replies. "Their spirits are broken. But I can talk to them, if you help me to my feet. I can't do it myself, I twisted my knee some days ago. Perhaps together we can get them out of here."
To help the noblewoman to her feet, go to 184.
To leave the noblewoman and the other captives to their fate, go to entry 223.

21

"Fancy some company on the trip?" you ask. The farmer is a bit taken aback by this. He looks you up and down warily.
"What's in it for me?" he asks.
To offer him 20 gold pieces, go to 275.
To attempt to persuade the man to give you a ride out of the goodness of his heart, go to 423.

22

You ask Silena whether she saw anything that would help you find the hostages. She closes her eyes, trying to remember. "There was a lot of noise, and screaming... Mamma told me to run, hide somewhere they couldn't get to me, so I came down here. I saw orcs, goblins, hobgoblins, and other things, and they were taking the people away... I don't know where to, but after a few hours, everything just went silent. Then, the drums started."
Those damned drums! They pound away in the background, a little fainter, but still everywhere, filling the air, inescapable. If you ever find the infernal wretch playing those things, you'll deprive him of his arms so he can never beat another drum again!
To ask Silena how you could help her, go to 183.

Otherwise, she returns to her hiding place beneath Daggerford. Return to **Location A2** and choose a new option.

23

"What happened here?" you ask the woman. "Were you attacked?"
"A powerful witch lives here," the woman whispers, appearing quite terrified. "She has us all in bondage, as her servants. We are forced to do the most menial tasks for her..." She shakes her head, utterly dejected. "If only you knew... just imagine, the most terrible things a person could have you do for them... and then see if you can imagine worse than that."
You frown at this, several disturbing thoughts entering your head.
"Well, where is she now?" you ask.
"She went away, saying something about an intruder in her lair... but she'll be back at any moment. Quick, you must hurry, you must save us! Get us out of this forsaken place!"
To help the woman to her feet, go to 184.
To ask her why the others do not talk, go to 20.
To make an Insight check on the woman, go to 446.

24

Sneaking up behind the goblin who is greedily helping himself to the stores, you attempt to catch him off-guard.
Make a Stealth check, DC 13.
If successful, go to 399.
If unsuccessful, go to 445.

25

Quietly, you creep up on the dragon from behind, preparing to take this formidable beast by surprise.
Proceed to **Rynyvrax Combat Sheet**. The dragon is surprised on the first round of combat. Read through the notes first as you may have picked up a valuable codeword to use during the combat.

26

Go to **Goblin Drum Party Combat Sheet** and do battle with these cacophonous foes!

27

Quickly you move out into the passage, sneaking out behind the guards. They are heading south down the passageway and do not detect your presence.

Go to **Black Helm Gnolls Combat Sheet**, using the North Passage Battle Map, and grant yourself one free attack before rolling for initiative.

28

You launch yourself at the kenku.

"Very well, then!" the bird screeches, and prepares to engage you.

Go to **Kenku Combat Sheet**.

29

Quickly you move out of the way before the spectral hand can touch you, gasping with horror as the chill of the grave tries to claw the vitality from your soul!

Taking a moment to catch your breath, you move cautiously back to the casket and carefully look inside the secret panel that you just removed.

Go to entry 231.

30

The skeletal figure hangs its head and sighs. "Ahhh... I am sorry, my friend. Recent events have left me somewhat... on edge. Is it true, what you say? You are here to aid Daggerford, not to further the agenda of the villains?"

"It is," you say.

"Then I apologise for my outburst."

The ghostly merchant Farrell then begins to meld back into the painting from which he emerged, the one that depicts him as he was in life, finely clad and smiling.

"Best wishes to you, my friend. I truly hope that you are successful in your quest to aid our fair town!"

And with that, the shop is silent once more.

To investigate the rest of the shop, go to 338.

Or, if you are done here, return to **Map D** and choose a new location.

31

Climbing up the series of boulders and outcrops, you are soon above ground, blinking in the bright sunlight.

Return to **Map G** and choose a new location to visit.

32

You examine the door but can't find anything that looks like a trap.

To try the knob, go to 213.

Otherwise, you could try the other door by going to entry 108.

33

The skeletons are mere piles of scattered bones now. Looking back at the sarcophagus, you wonder how Sir Sheldon managed to inspire such devotion in his men, even from the grave! It takes some time, but eventually, you extract the sarcophagus from the its recess and get it open.

Roll on either the *Dungeon Master's Guide* CR 0-4 Hoard Table (p.136) or if you wish *The Solo Adventurer's Toolbox* Hoard Table (p.155), CR 2, to see what you have discovered within Sir Sheldon's casket.

If you have not inspected the weapons yet, you can do so by going to 434.

Otherwise, you can leave this place by returning to **Map F** and choosing a new location.

34

You approach the bar. The orc looks you up and down. "You want to be careful, going around looking like that," he says gruffly. "Just a friendly word of advice."

You grimace at these words. "Many thanks," you say with just a hint of sarcasm. "What I'm more interested in, is anything you can tell me about the forces that invaded this town."

Make a Persuasion roll, DC 15.

If successful, go to 405.

If unsuccessful, go to 366.

35

You reason that there is little point in moving with stealth. If there was anything inside, they most certainly would have heard you moving the crates. Cautiously, you open the door and step inside. Make a Perception check, DC 12.

If successful, go to 365.

If unsuccessful, go to 44.

36

You approach the barrow and inspect the ornate stone door. Although ancient, it is well constructed and appears quite sturdy. Trying the large handle at its centre, you find it locked. There is however a small keyhole just underneath the handle.

Do you possess a small silver key with a number engraved on it? Go to that entry number now. To attempt to pick the lock, you can make a Thieves Tool's check. The DC is 16. If successful, go to 312.

Or you could attempt to charge the door, which will require a Strength check, DC 18. If successful, go to 68.

37

Turning tail, you sprint for the exit. You are out of there before the dragon can even react, and you thank the gods for this. In the heat of battle, fleeing might not have been so easy. Outside the cave, you find the wyrmling has not pursued you, probably unwilling to leave its treasure for the sake of one such as yourself. Well, you aren't complaining. You set out immediately, eager to put some distance between yourself and this lair.

Now return to **Map F** and choose a new location.

38

You gesture to the little girl to come out, perhaps offering her a little food.

Make a Persuasion check, DC 15.

If successful, go to 308.

If unsuccessful, go to 260.

39

Coming close to the monument, you notice that the flame does not appear to give off any heat, and it makes no sound either. This is obviously some enchantment or other, but you wonder what the monument is supposed to represent. Make a History or Religion check, DC 18.

If successful, go to 240.

If unsuccessful, go to 392.

40

The passage bends sharp left, and ahead you see that it opens into a large chamber. It is utterly quiet as you enter this chamber and inspect your surroundings.

All around the edges of this chamber are statues of warriors in various poses, all wearing similar regalia. They surround a larger statue in the chamber's centre, a huge figure who

towers almost to the ceiling. This proud-looking veteran warrior, his weathered visage carved from stone, his sword at his side and a hand lifted to his brow, casts his eye over some unseen and forgotten battlefield. A plaque at the base of the statue reads:

The great general Sir Sheldon Nordegast - conqueror of foes, hero of the Delimbyr Vale. May he rest eternally in glory.

So... this is a tomb of some sort. The tomb of a great military commander. You wonder what treasures it might hold... and what dangers. You are pondering these thoughts when there is a great shuddering, and the ground begins shaking beneath your feet. From under the floor comes the clanking of ancient gears, and you look in horror to see that the warrior statues positioned around the edge of the room are sliding inwards on tracks of some kind. Then, to your dismay, they begin swinging their weapons back and forth menacingly. The circle of warriors is closing tightly! You will need to act quickly to escape this death trap.

From a quick assessment of the situation, there seem to be three points where you could escape. Some of the warriors look slower, such as the swinging the greatsword, but their blades look more deadly. There are others who appear quicker, but with blades that may inflict less damage.

To run past the rapier-wielding warrior statue, go to 332.

To run past the pike-wielding warrior statue, go to 314.

To run past the greatsword-wielding warrior statue, go to 169.

41

"The answer is day," you say aloud. "Day breaks but does not fall."

There is a long silence. The birds still sing, fluttering about and perching on top of the ruined walls.

Yes, traveller! You are worthy, and your mission is true. Day is the answer, and know also that I, Lathander, am the Morninglord. I grant you this boon: you shall have my divine protection when you call on it. When you face a formidable enemy, who you think may defeat you, simply call my name and I shall grant you my protection for the duration of that battle.

The god Lathander has granted you the **Charm of Protection**. When you wish to invoke it (you do not need to be prompted by the text)

you can add +1 to your AC and saving throws for the duration of one battle.

You spend a little longer in this peaceful temple, then realize you must continue with your mission.

Return to **Map G** and choose a new location to visit, or return to the **Campaign Map** and choose a new destination.

42

The east-west passage turns north, and you quietly creep along its cobbled length. You reach a well-lit area, a long corridor with torches along each wall. And then you freeze: a robed, diminutive figure stands at the end of the passage, facing the wall. Quickly you duck into a nearby recess. The figure's voice comes to you.

"Doing well, mage? I trust that Master's lackeys are keeping you well fed. What, roast rat not to your taste? What a fussy old wretch you are! Where I'm from, that's a delicacy!" Then another voice echoes down the hall, an angry exclamation, from someone you cannot see. "To the Nine Hells with you, miserable bastard! Let me out of this cell!"

The small figure cackles evilly. "I'm afraid I can't do that, Ondabarl. Master has need of you."

"What need? What can that villain possibly want of me?"

"Come now, don't be so modest! The famous Delfen Ondabarl? A ransom for you alone would fetch a high price, aside from all the others. Surely you can see that!"

"Curse you and your brood, shaman. I shall speak no more!"

Still hidden within the recess, you consider your next move.

To attack the small figure who has his back to you, go to entry 175.

To stay hidden for now, go to 388.

43

The sounds echoing around you are disorienting and you can't tell which way to head through the dark tunnels. Add 1 progress point as you blunder around trying to find the source of the noises.

Eventually, however, you manage to locate the direction where the noise is coming from.

Finally, you emerge in a large chamber where foul water has collected in a large reservoir of some kind. On the far side of this space, you see a young woman cowering in fright.

"It's all right," you call out. "What is it that pursues you?"

Then, the surface of the water between you begins to stir... and from the depths a hideous skeleton emerges, holding a nocked, ancient-looking blade.

Go to **Sewer Rescue Combat Sheet** and do battle with this ancient warrior!

44

This appears to be a deserted warehouse of some kind. You walk slowly through, checking for any possible survivors, but find only crates and barrels.

Roll a d20+5 vs your AC.

If it hits, go to 248.

If it misses go to 284.

45

Tucked away in the northeast corner of the keep, an old well sits forlorn, having not seen much use lately. Who knows where those guards are getting their water from (perhaps there's another more recent well somewhere nearby) but it's not from here.

Peering over the edge of the well, you look down into blackness, but you cannot see the telltale shimmer of water at the bottom, even by the meagre moonlight which partially illuminates the keep compound.

A rope hangs down from the crossbar, presumably with a bucket on its end.

To secure this rope and lower yourself down into the well, go to 112.

Otherwise, you could check out the front door of the keep (if you haven't already) by going to 154.

46

You make your way into the boarding house, entering a long hallway which turns to the right at the end. On either side of this hallway, doors lead into rooms. All of them are shut except for two, one of which stands open nearby, the other at end of the hallway before it turns right.

To enter the nearest open doorway, go to 249.

To inspect the room at the end of the hallway, go to 127.



A Sphinx's Guide to Puzzles

Once between each long rest, when you encounter a puzzle, roll a d20. If you roll 13 or above, then you may add a +2 bonus to any Intelligence check related to solving a puzzle.

The Art of Tracking

You may re-roll a single Nature, Perception or Survival check you make when you are attempting to track a creature in the wilderness. Once you use this effect, you must finish a short or long rest before using it again on the same creature.

The Gamer's Guidebook

Whenever you play a game that involves a measure of skill against an opponent, you can add your Wisdom bonus to ability checks to play that particular game. This guide teaches less about particular strategies than it does about reading and interpreting one's opponents.

Now return to entry 162 to re-enter the foyer area, and choose a new option.

48

You ask the barkeep about the row of mysterious-looking bottles sitting on the top shelf. "Oh yes, our top-shelf stuff. To be honest friend, I've forgotten what's in most of the bottles. Luck of the draw, really! But there's not much of them left, so I restrict each customer to one drink each. 10 gold pieces a shot, and I cannot vouch for the results." Choose one of the drinks from the list below, or return to 198 and choose a new option that you haven't already taken.

Choose from one of the following:

An elegant crystal bottle, shaped like a candle, which contains a clear liquid that seems to emit light. The label reads "Glowgin." Go to 463.

A bright green liquid in a dragon-shaped bottle. The label is torn and all you can see is the word "Dragon." Go to 171.

A wine bottle containing an innocuous-looking clear beverage with hints of red. Label reads "Elvish Elderberry Wine." Go to 335.

A short, squat bottle containing a thick brown liquid. Label reads "Dwarven Stout." Go to 53.

A clay bottle painted green and brown with a large stopper on top. Label reads "Bugbeer."

Go to 54.

(see next column)

Or a bizarre bottle shaped like a huge eye.

Label reads "Eye of the Beholder." Go to 137.

49

You remember the note you picked up in Daggerford, which mentioned "The Place of a Thousand Boulders."

Is this where Kron'd is keeping the townsfolk of Daggerford? This imposing black keep, in the middle of nowhere? It's as good a place as any, you realize, and then you recall another phrase from the mysterious note.

The way in is some way off.

It doesn't take long for you to realize that this refers to some kind of secret way into the keep.

The way in is some way off. So, there's a secret passage into the keep that is a bit distant from the keep.

You begin searching around the area you are in, careful to stay hidden behind the boulders. After an hour or so of searching, you are just about to give up when your eye catches something, just as you are moving away from one particular boulder. The boulder has a large lump at its base which juts forward and moving to the right-hand side of it, you see that this formation conceals the entrance to a tunnel!

To enter this tunnel, go to 424.

Otherwise, assess your other options by going to 205.

50

You turn down this left-hand passage and walk up to the door that sits on the right-hand wall.

To listen at the door, go to 225.

To open the door and go straight in, go to 164.

51

Rynyvrax does not seem impressed by your words. In answer, he unleashes his deadly breath attack, spewing forth acid which melts everything in its path!

Go to **Rynyvrax Combat Sheet** and roll initiative. Rynyvrax's first attack will be his breath attack, then proceed with combat as normal from that point on.



52

You free the mage from his cell. "Ach, It is good to be out of that filthy hole!" he exclaims. "I can't thank you enough. And now, we must put an end to this villain!"

The mage warns you this will be no easy fight. Arming yourself for battle you set out through the passages and eventually find a set of stairs that leads upwards. After fetching the three burly commoners from amongst the hostages, you make sure they are all equipped with shortswords and then ascend to the upper level of the keep.

Days of searching and gathering information has led you to this! You are about to do battle with one of the most feared criminals in the whole Sword Coast!

Turn to entry 91.

53

You gulp down the thick brown stout, appreciating the flavour. Earthy with a slight musty overtone, it is a pretty good drop, as the dwarves are wont to say. As you finish and slam the bottle down on the bar, you notice a few patrons backing away from you. Indeed, it seems as if everyone is slightly intimidated by your presence as if this excellent stout had also imbued you with a bit of warlike potency!

Dwarven Stout grants a +2 to Intimidation checks until you finish your next long rest. To approach the barkeep and ask about the orc invasion, go to 34.

To join the old man who greeted you at his table, go to 406.

Or, if it is time to leave, return to **Map B** and choose a new location.

54

You chug this beer down, and immediately regret having done so. Your brain is clouded as if by a dense fog, and you feel yourself becoming more and more confused!

Favoured by particularly dull-witted humanoids, Bugbeer results in a disadvantage to all Perception checks until you finish your next long rest! Bad choice, unfortunately.

To approach the barkeep in order to ask about the orc invasion, go to 34.

To join the old man who greeted you at his table, go to 406.

Or, if it is time to leave, return to **Map B** and choose a new location.

55

Something is coming, from around the corner of a building ahead... you hear the gruff tones of goblinoid creatures!

Creeping forward, you chance a look around the side of a building and see a patrol headed your way: what looks like a bugbear warrior accompanied by two goblin underlings. You prepare yourself for battle but quickly run through the options in your head.

It should be fairly easy to turn tail and flee. You are hidden from them, so all you need to do is run in the opposite direction. If you choose to do this, turn to entry 327.

Otherwise, you prepare to do combat with the patrol. Go to **Goblin Patrol Combat Sheet** and resolve this!

56

Make a DC 14 Intimidation check.

If successful, go to entry 30.

If unsuccessful, go to 93.

57

"Ho there!" you call out. "Good day to you, friends! I'm a traveller, looking for any direction you might be able to give!"

The three individuals are startled by your presence and quickly turn around.

"Who are you to enter this sacred grove?" one of them demands in a strange accent. "This place is sanctified!"

You bow your head. "I apologise. I was unaware. I merely seek a villain... the killer Krond Vikkurk. He has taken hostages from the town of Daggerford."

Another of the robed men speaks, this one a little more gently. "We care not for the affairs of the outside world, friend. But we are aware of all that goes on within this forest, and I can tell you that we have not seen any such villain or his hostages within the bounds of this Ancient Wood."

"Now be on your way!" another exclaims, and brandishes a gnarled staff threateningly at you. "Or you'll suffer the same fate as those blacksmiths!"

You can't help thinking that this is a bit of an odd statement.

To reply, "What blacksmiths?", go to entry 436.

Otherwise, you bow to their wishes and move on from this clearing. Return to **Map F** and choose a new location.

58

"Hello?" you call out into the opening of one of the little caves. "Is there someone in there?" There is a nervous chattering, and then you see a flash of colour, a blur, as of something moving past you incredibly quickly.

"Greetings!" you hear from behind you, in a high-pitched, squeaky voice.

You turn and see a handful of tiny, humanoid creatures, with fine dark features, long, flowing hair and toothy grins. "What brings you here, dimwit?"

You are taken aback by this rude statement and are just in the process of trying to form an answer when a second one begins pointing and laughing at you.

"Look at the moon-faced ninny! Not a clue!"

"The mistress will have some fun with you!" another remarks. "He'll be filing her nails and braiding her hair in no time!"

This gives rise to raucous laughter from the others amongst this bunch of small humanoids, which now number about thirty and have you surrounded.

Suddenly there is a sound from the next room, a hideous screech, and they all scatter, scurrying back to the safety of their cave-holes. There is little option but to leave this room by the west exit. Turn to entry 133.

59

You call out to the dog - or whatever is in there - and the chomping abruptly stops.

From the kennel emerges the most muscular, hideous-looking hound you have ever laid eyes on, and you quickly surmise that it is not of this world. Wherever it moves it appears wreathed in shadow, and before you can think what to do, it launches itself at you!

Go to **Shadow Mastiff Combat Sheet**.

60

"Hello? Anyone in there?" you shout out to anyone who might be trapped inside.

You wait a while but hear no answer.

To start moving the barricade to get to the door, go to 245.

To leave it, return to **Location A3** and choose a new option.

Or, if you are done at this location, return to **Map A** and choose a new location.

61

The goblins and the orc dead, you catch your breath and eventually gather both the young male and the females together in one room, the

sitting room by the fire where the orc brigand was located. There, you set to work getting as much information as you can out of the trio.

The young man introduces himself as Maldwyn, the son of Duke Pwyll Daggerford. He relates to you that he knows his father is dead, and that his corpse is lying somewhere in the Manor Castle, at the centre of this compound. His mother he is not so sure of. The two young ladies are the cousins of Maldwyn and are visiting from their parents' homestead just south of Daggerford, near the Misty Forest. They tell you that they escaped the first ravages of Krond's forces by hiding in a loft in the nearby stables, and witnessed Krond's departure (towards the north gate of Daggerford, they thought) from the loft, which had a view out across the town.

Krond left quite a few soldiers here though, and these soon discovered the trio's hiding place and brought them down, detaining them within the guest house.

"So," you say quietly. "Now that your father is dead, that would mean that you, Maldwyn, are the Duke of Daggerford."

The young man blinks, regarding you silently. It seems he hadn't yet considered this.

"What would be your order, your eminence?" you ask.

You see young Maldwyn's jaw harden then, his eyes burning with rage. "My order would be, to any warrior or mage who is able, to track down that villain Vikkurk and make him suffer the most horrible, painful..."

Maldwyn breaks off here, overcome by emotion. His two cousins go to his side and comfort him, trying to calm him down.

You can sympathize with the young man. He has just lost his father, after all, and had the role of Duke thrust upon him.

"Remain here, Your Eminence," you tell him. "I am tracking Krond Vikkurk, under the order of a council of nobles in Waterdeep. A huge ransom has been offered for Krond's head, and I intend to fulfil that contract. Forces from Waterdeep are mobilized as we speak, and are on their way here. Lock yourself in this house, and do not venture out. You have food and water?"

The four of you explore the house and discover the kitchen to be stocked with a keg of fresh water and enough dry rations for at least a week. The young girls discover the corpse of their governess upstairs and are inconsolable.

"That should be enough to get you by until the militia gets here, they will rout Krond's forces.

Then begins the really hard part. For you, anyway."

"Rebuilding Daggerford," Maldwyn says.

"Exactly," you reply.

You make sure that Maldwyn and his cousins are well secured within the guest house and then, after disposing of the bodies of the orcs, you leave the guest house and emerge out into the compound once more.

Return to **Map C** and choose a new location.

62

You find nothing else of interest on the goblins.

Return to **Map B** and choose a new location.

63

You make your ranged attack on the cart. It thuds into it, upsetting a sack of grain... but otherwise nothing happens.

To walk over for a closer look, go to 72.

Otherwise, continue on your journey by returning to **Map B** and choosing a new location to visit.

64

Meowing loudly, the cat comes quickly forward, running towards its master. It is slender enough that it is easily able to squeeze through the bars of the cell.

"Elminster!" the mage cries. "You're alive!"

Ondabarl looks at you gratefully. You even fancy that you see a tear in his eye. "I cannot thank you enough, my friend. This cat means everything to me."

You tell the mage to think nothing of it. Return to the previous entry.

65

You pause for a moment, considering what course of action you could take.

Attacking is not a good idea, you reason. Even if you attack from a distance, your presence will be guessed and you may be found. The amount of enemies present means that you would not have much hope of surviving.

There are two spells that could be especially useful here, if they are in your arsenal.

To use Major Image to craft a convincing illusion to scare these orcs and goblins out of their wits go to 233.

To use Suggestion to try and start a fracas between these idiots, go to 428.

66

As you ascend these stairs, you hear the noise of what sounds like a bar fight coming from the floor above. Something or someone is getting the living daylight beaten out of them up there!

(Make a Stealth check if you wish, DC 10. Take note of success or failure and continue reading below).

As you reach the top of the stairs, you see the cause of the disturbance, but it is not immediately apparent what is going on. A large rug is undulating, flapping this way and that, and appears to be engaged in a pitched battle with a floating javelin of some sort, and a wizard's hat! Looking around and quickly taking in the room, you see sparks and lights of all descriptions flying, whirling around the room. Magical chaos has broken out, and the source of it appears to be three crates which have had their lids pried off! The absent wizard, Delfen Ondabarl, is not here to contain it, so it falls to you to contain this arcane ruckus!

Go to the **Wizard's Lab Combat Sheet**. You may take a free turn before rolling initiative if you succeeded on the Stealth check.

67

You reach the end of this passage, which opens into a large square chamber. All around you, marble sarcophagi are positioned, lined against the walls. Inspecting each one, you see that names are carved on golden plaques positioned on each lid.

Lieutenant Raynold Woodhelm - Hero of Tanglefork

Sergeant Ketir Jagron - Loyal servant to Sir Sheldon

And on and on it goes. Were these perhaps men and women who fought alongside Sir Sheldon Nordegast? His loyal officers?

Regardless, there seems to be no exit from this room apart from the passage you entered by.

To search for a secret door, make a DC 16 Investigation check. On a fail, you find nothing. On a success, go to entry 11.

Otherwise, return to the main octagonal chamber and try the other door (if you haven't already) by going to entry 106.

If you are done exploring this tomb, you may return to **Map F** and choose a new location to explore.

68

You give the door a mighty shove with your shoulder, and the old latch gives way with a crunch.

Pushing the door open the rest of the way, you see stairs descending into darkness below.

To descend the stairs, go to 382.

Otherwise, it is not too late to change your mind! You could return to **Map F** and choose a new location...

69

You head upstairs to have a scout around the various rooms. A quick search reveals very little, apart from some mundane belongings and suspicious-looking blood spatters. There are also a few hurriedly-written notes. However, you find a particular cache of goods which could be of use, possibly belonging to an apothecary or travelling merchant of some kind. The cache contains a flask of Alchemist's Fire and two flasks of acid. See the *Player's Handbook*, p.148 for a detailed description of these items.

Afterwards, you head back downstairs.

To investigate the bar area, go to 199.

To have a look at the dragon's skull over the fireplace, go to 228.

Otherwise, you may leave the inn by returning to **Map E** and choosing a new location to visit.

70

You look over these shelves, inspecting the tomes. There are certainly some interesting volumes here!

Make a Perception check, DC 14.

If successful, go to 439.

If unsuccessful, go to 226.

71

You slowly and cautiously approach the kennel. The scratching sounds get louder as you approach, and are accompanied by chomping and slavering as well. What kind of hound makes its home in this kennel? As you approach, you see weapons lying at the side of the kennel - a shortsword and a small hand crossbow. You may take either or both.

To call out to whatever is inside, go to 59.

To kick the side of the kennel, go to 212.

To fire a shot into the kennel, go to 143.

72

Walking up to the cart, you check it over.

There are several sacks of flour here, some baskets of dried vegetables, coils of rope and some bundles of fabric. A standard array of goods for a merchant to be bringing to market. Make a Perception check, DC 16.

If successful, go to 380.

If unsuccessful, go to 7.

73

These chests contain nothing but clothes and other mundane personal belongings. Wait... at the bottom of the second chest, you find a set of fine clothes.

Return to 236 and choose a new option.

74

Within the chest, you find many mundane items, but amongst the old junk are two objects which catch your eye. A Potion of Hill Giant Strength, and a disguise kit. You may take either or both of these, and then continue your journey by returning to the main passage and turning to entry 209.

75

You feel a horrid, chilling sensation coursing through you, sapping your life force!

Take 2d8 necrotic damage from this magical trap.

If you are still alive, proceed to entry 231.

76

You swim back out to the middle of the pool and grab hold of the rope. It is hard going, but you manage to pull yourself back up to the surface. When you get to the top, your arms are aching and you take a few minutes to recover, massaging your shoulders and biceps.

Eventually, you are ready to continue your quest.

Return to **Map G** and choose a new location.

77

You edge closer to the bodies, covering your mouth to stop yourself gagging on the horrific smell. These bodies have strange wounds: multiple, tiny piercing wounds as if something small had stabbed them all over. Some of them appear in a rough line. What could have made such wounds?

The victims themselves are all men, but a wide spread of ages. There are a couple of youths barely past their eighteenth year, but also several men who look to be in their sixties.

Looking closer, you see they all have rough, calloused hands.

To tell more about this, you could make a Survival check, DC 15. If successful, go to 443. Otherwise, you could check around the outside of the cabin. Go to 309.

You could go back across the bridge and take the path that leads to the waterfall. Go to 432. Or you could go back to the signpost and read the notices. Go to entry 333.

If you are done with this location, return to **Map F** and choose a new location.

78

Creeping towards the end of the hall, you accidentally step on a loose floorboard which gives a loud creak!

Then, from the room, you see a bird-like humanoid emerge, a kenku.

"Who are you?" it demands. "Are you following me?"

To respond that you are an adventurer on the trail of the kidnapped citizens, go to 282.

To not risk anything and attack the kenku, go to 28.

79

You creep as quietly as you can, forward into a large cavern, the floor of which is strewn with loose rock and rubble. And, to your horror, piles of bones. You are just wondering what sort of beast lurks in here when a noise behind you makes you turn, a kind of wet, sticky noise. There, asleep in a recess in the south wall, a huge worm of some kind is waking up... Its horrific blind visage searches about, sniffing the air, and then it freezes, looking exactly in your direction! Shuddering into life it begins lurching towards you at a surprising pace! You must do battle with this disgusting beast! Go to **Carrion Cave Combat Sheet** and resolve this!

80

You are sickened by this smell and vomit violently. You feel drained by the rottenness of the dead. Take 1d4 necrotic damage. Return to **Location A3** and chose a new option, or return to **Map A** and choose a new location

81

Step by step you mount the stairs until finally you see a door at the top.

Reaching the top of the staircase but staying inside the door, you look in and see a large, burly orc, shouting orders at two goblin workers who are breaking their backs clearing piles of rubble into baskets.

If you failed an earlier Stealth check, your presence is immediately noticed by the orc, who shouts in alarm! Go immediately to **Ruined Tower Combat Sheet**.

If you succeeded in the Stealth check, you may either progress to **Ruined Tower Combat Sheet**, using one surprise attack on any enemy before proceeding with combat proper, or you may quietly leave, returning to **Map G** and choosing a new location.

82

Entering this vast cavern, you see it immediately: a dragon, although not a fully-grown one, stooped over the vaporous pool. With scales of shiny black and a long, snakelike body, the wyrmling looks like it could potentially be a powerful foe. Not far off, against the left wall of the cave, is a largish pile of silver and copper coins, atop which is an object that looks like an ornate gauntlet. In the darkness of the cave, it seems to give off a golden glow.

You feel your heart thumping in your chest as you stand there pondering your next move.

How did you do on the previous Stealth check?

If you succeeded, go to 114.

If you failed the Stealth check, go to 362.

83

Making your way towards what appears to be the back of the manor, you see a passage branching off to the left. It is a short passage, containing one door in the right wall.

To investigate this passage and door, go to 50.

To continue towards the end of the current passage, go to 339.

84

You continue around the edge of the lake, eventually making a complete circle.

To re-enter the water and swim below to see what is on the bottom of the pool, go to 402.

To climb back up to the surface, go to 76.

85

You continue to the end of this tunnel, but it is nothing more than a dead-end wall. Perhaps there is a door here, but it is certainly not accessible from this side.

To open the panel, go to 285.

To inspect the weapons, go to 434.

Or, if you are done here, you may leave this place by returning to **Map F** and choosing a new location.

86

You press on down the northeast corridor, moving away from the octagonal statue chamber. The air becomes thick, stifled even, and you sense the weight of damp, decaying earth above your head... bodies in graves... Soon this corridor enters another, smaller chamber. Around the walls are various bas reliefs depicting scenes of Sir Sheldon, accompanied by his many knights, on various conquests. Beneath each bas relief is the end of a sarcophagus, which has been slid into the recess in the wall. It seems some of his knights are interred here.

There seem to be no other entrances to this room other than the one you entered by. Searching around the walls however, you find one area where the floor seems a bit worn, and soon find the outline of a secret door, not very well concealed.

You are just in the process of trying to figure out how to open it when there is a shuddering jolt through the stonework. You turn quickly to see that spikes have emerged from the ceiling, which is now lowering towards the floor!

If you are to find the secret door, you will need to hurry. Make two Investigation attempts at DC 12 to find the mechanism to open the door. If one of them is successful, go to 356. If neither of them is successful, go to 348.

87

The worm lies dead before you, its jelly-like flesh heaving in the last throes of death.

Make a Nature check, DC 12.

If successful, go to 441.

If unsuccessful, you continue to the north exit by turning to 156.

88

You quickly unlock, turn around and lock the door behind you, as fast as you can manage without fumbling the key. You turn and take in this room quickly: about one hundred and fifty people - less than you expected - mill about aimlessly, making idle conversation. Few have noticed your presence, and those that have seem to be in a kind of stupor, weary and bedraggled. They look exhausted. Thinking quick, you insert yourself amongst them, putting your head down, trying to blend in.

You allow yourself a brief moment of celebration: you have found the kidnapped population of Daggerford!

But your celebration is short-lived. Moments later, you see the door open again, and some burly gnoll guards enter. It seems Krond will pick his cronies from anywhere, and you can't help but congratulate him in your mind for his forward-thinking hiring policy! But then, gold speaks loudly, as does power.

Make a Stealth or Performance roll to conceal yourself, DC 12. Give yourself advantage if you own a disguise kit, or automatic success if you know the spell Disguise Self.

If successful, go to entry 396.

If unsuccessful, go to entry 187.

89

You turn and leave this storage area to be rifled by the goblin and his wolf, and creep back up to ground level.

Return to **Location A3** and choose a new option.

Or, if you are done here, return to **Map A** and choose a new location.

90

You wait until the light fades just a little more, and then begin your approach towards Black Helm Keep. Staying just off the road, you continue to use the boulders scattered across the slope leading up to the fortress for cover. Getting closer, you see that two guards flank the gate, and that there is a guardhouse nearby where more guards might be stationed. This is going to be risky.

As you watch, you see a goblin emerge from the guardhouse and survey the landscape, peering out directly towards you. He yawns and stretches, scratching an armpit, drawing a bark from the large orc who stands on the east side of the gate.

"Lazy scum! Back to the cookfire!"

The goblin on the west side of the gate laughs at this, and the goblin by the guardhouse picks up a rock and flings it at him, which the laughing goblin dodges.

These guards are bored, you decide, and have been stationed here for some time. They've grown complacent. Perhaps sneaking up on them won't be so difficult after all. If you're careful, you should be able to get an attack off before they spot you.

Slowly, carefully, you edge your way closer to the gates and the guardhouse until you are only a stone's throw away. The boulders and the lengthening shadows cover your position well.

Make a Stealth check, DC 10.

If successful, go to 153.

If unsuccessful, go to 453.

91

Padding your way stealthily to the top of the stairs, you are surprised by how deserted this upper level is. Cautiously you make your way down dark, wide passages. This keep was obviously a regal, impressive place, but it seems to have fallen into disrepair. Krond, if he is here, has not even bothered to tidy up or light torches to illuminate the hallways. Perhaps he prefers it like this.

You, and any companions you are with, eventually see a source of light coming from what looks like the entrance to a wide gallery. And voices, raised in anger...

"...take a horse and ride to the Sword Mountains, if you must, but find me more orcs! I've had enough of these damn deserters! Don't they know the ransom money that awaits us?" You creep closer to listen in on the conversation.

A second voice, simpering and pathetic, is next to speak. "Master, I think many of them... fear the armies who may come in pursuit of us. Men are always..."

"Cowards!" the first voice roars angrily. "That is why our people will always lurk in the shadows, because the average orc lacks the resolve to grab with two hands what is rightfully ours!"

You (and any companions you have with you) move quickly forward to the entrance to this gallery, where the light spills out. Glancing around the corner, you take in the scene. Beyond this corner is a throne room, and in the centre, before a pedestal bearing a throne, is a huge, hulking orc who can be none other than Krond Vikkurk, raging at some companion

who, in your care to not be seen, you could not make out.

This is it. You have finally found him: Krond Vikkurk, the cause of all the turmoil that led you to this quest!

Go to **Throne Room Combat Sheet** and do battle with this villain, the nemesis of the Sword Coast!

92

You give the old crone the full story about how you accepted the quest from Malthuveus, how you are searching for Krond and his hostages, and how you will let nothing stand in your way.

Somehow you manage to convince the old man. He seems a bit mad, but he has a fascinating story to tell.

"See that skull there, over the fire? That is the black fiend Ryvaynir, the most dread wyrm to ever terrorise these lands! Well, the offspring of that hideous beast, the wyrmling of Ryvaynir, grows larger by the day, hidden in the depths of the Misty Forest!" His eyes are alight with the fire of fanaticism, and he leans in close to whisper the following to you. "I have heard tell, that the foul spawn guards a powerful magical item! A famous gauntlet, the stuff of great legends. The Gauntlet of Tuir Stonebeard! Heard that name before? The inventor of Orcslayer Steel!" Your ears perk up at this. "It's said that this relic grants the wearer special prowess when fighting against orcs!" He glances furtively around once more. "So, if you were thinking of facing off against Krond Vikkurk at any stage... might be worth a look, eh?"

You wonder if the ale has gone to this old man's head, or if he just likes telling tall stories, but something about this rings true. It sounds almost too fantastical to be made up. You file this piece of information away, thank the old man, and are on your way once more.

To approach the orc barkeep, go to 34.

To try one of the interesting-looking bottles off the shelf, go to 48.

93

"Begone with you, vile wretch!" Farrell screams. "I place a curse on you, defiler! Whosoever you next meet in battle shall get the better of you, on my honour and that of my family!"

You feel a sinking feeling come over you...

Farrell has inflicted some kind of curse on you.

During the next combat encounter, your first two attacks shall be at disadvantage due to this curse bestowed on you.

As Farrell screams this curse at you, he melds back into the painting from which he emerged. And with that, the shop is silent once more. To Investigate the rest of the shop, go to 338. Or, if you are done here, return to **Map D** and choose a new location.

94

You enter the darkened building from the town square. The interior is not illuminated in any way, and although a little light filters in from outside, it is quite dark inside.

You stand inside a circular room. Around the outside are alcoves where large candles sit, none of them lit. Beneath each is a plaque, and coming closer you see that the plaques bear inscriptions of wealthy donors to this temple, or whatever it is.

As your eyes adjust to the dark, you see that at the far end of the room, opposite the door, a set of stairs descends underground.

To descend these stairs, go to 111.

To explore another location, then return to **Map E** and choose a new location.

95

Coming up to the bars of the cell, you see that the captive mage has his back to the bars.

"Hey!" you whisper urgently. "I've come to rescue you!"

The mage turns to face you, with a look of utter surprise on his face. "Bless you, my friend!" the mage says, utterly shocked. "I've been stuck in this cell for days!"

Do you have the codeword *familiar*? If so, go immediately to entry 64, returning to this entry afterwards (note down this entry number).

Delfen thanks you for finding him and coming to the rescue of the people of Daggerford, who he informs you are imprisoned within an old barracks on this dungeon level, very close to here.

"Well, let's get them out now!" you say. "We'll get them out of here, I think I know a way!"

Delfen shakes his head vigorously. "No, there is no point! We must defeat Krond first. If we don't kill that maniac, he will track us on the plains... He'll hunt us down with his band of marauders and slaughter us like dogs. No, what we must do is cut off the head of the snake. If we do, then his cohort will scatter, I'm sure of it."

"How can you be sure?" you ask. "How do you

know his henchmen will not just kill us, even after Krond is dead?"

Delfen fixes you with a hard stare. "I've been a captive of this brute for days now. I've seen how he treats his soldiers. He doesn't just treat his captives like scum... those orcs and goblins and gnolls, they live in constant fear of Krond. Once Krond is dead, they will be free.. they will scarper back to their homelands like rats! But we must kill Krond first. That solves everything." He grabs your forearm firmly.

"We'll do it together, friend!"

The wizard's logic is impossible to refute.

Delfen tells you that he thinks Krond is lurking in one of the rooms in the upper level of the keep, above this one.

"But..." he adds. "Perhaps some of the hostages can help... there may be some who can fight."

You like the sound of that.

Do you have a bronze key? If so, you can free Delfen from his cell. The other possibility is that you have thieves' tools. The cell door can be opened with a successful DC 17 thieves' tools check. Or, perhaps you have the Knock spell or some other method of freeing Delfen Ondabarl from his cell.

If you can free the mage, go to entry 295.

If you are unable, go to 322.

96

You descend into a spacious cavern. It takes your eyes a while to adjust, but when they do you look around and discover that there is a passage leading away from this cavern to the south.

To take this passage, turn to entry 377.

Otherwise, you may leave this cavern by turning to entry 31.

97

Lowering yourself down the ancient well, you see mould and moss growing on the stonework, and feel it getting colder the further you descend.

Soon, you see the surface of a body of water below and realize that the well is slowly widening to form a natural cavern. You reach the water and let go of the rope, dropping down into it, and quickly swim towards a narrow, sandy beach that edges onto this subterranean lake. It is utterly silent down here.

To explore the edge of the lake, go to 134.

To re-enter the water and swim below to see what is on the bottom of the pool, go to 402.

To climb back up to the surface, go to 76.

98

Taking your weapon, or whatever you have to hand, you vent your rage on these drums that have pounded incessantly ever since you arrived in Daggerford! Soon the drumskins are in tatters. For good measure, you push the damned things into the goblins' fire and watch them burn! Normally you wouldn't deliberately destroy something like a musical instrument, but these have been a source of misery to you and all the remaining inhabitants of Daggerford, and you are glad to see them consumed by the flames!

Take an inspiration point for ridding Daggerford of this torment. Now, you may either continue around the back of the house by going to entry 123, or else return to **Location C3: Ducal Castle** and choose a new option.

99

You hear movement from under one of the beds, very slight, and are instantly on guard! Crouching down, you look under the bed and see a young woman peering out at you.

"Who are you?" she asks in a frightened voice. She can't be more than eighteen.

You tell her it's safe to come out, that you're here to help the people of Daggerford.

Cautiously, she comes out of her hiding place. "I'm Shawna," she says. "I'm the daughter of one of the councillors. My father was visiting the Duke, and we were staying here in the guesthouse. That's when it happened..."

Shawna relates the whole terrifying ordeal to you: how Krond and his large force of orcs overwhelmed the Daggerford town guard and took the Ducal castle by force. How her father was killed, and many others too. You ask Shawna what happened to the Duke, but she doesn't know.

"And then he left," she says, casting her eyes down. "Taking many, many townsfolk with him as hostages. Nobles and poor folk alike. My mother was with them." Shawna begins to weep piteously.

You ask Shawna if she has any idea where they might have gone, but she does not.

"What will you do now?" Shawna says. "I can fight, you know. Our master-at-arms, at our family keep, he taught me how to use the shortbow and the sword. I've killed goblins before. I can handle myself!"

Indeed she can. If you look in the Combat Sheet section you will find Shawna's stat block. You may take Shawna with you as a sidekick if you wish! Shawna's stat block can be found [here](#).

To check the other rooms, you could investigate the first door by going to entry 317 (unless you've already visited that room).

Or you could check the far right door by turning to entry 344.

If you are done investigating this area of the house, go to 374 (if you have not yet investigated the rooms off the entrance area) and choose a room to investigate.

If you are finished investigating this house, return to **Map C** and choose a new location.

100

You cast the spell and wait for the tell-tale aura to appear, but it does not. There is no magic present around this woman. By the look in her eyes, however, you get the impression that she is utterly terrified. Perhaps that is why she does not speak.

To ask the noblewoman what happened, go to 23.

To help the noblewoman to her feet, go to 184.

To ask the noblewoman why the others do not talk, go to 20.

101

You stand in a well-lit north-south corridor, the faint sound of voices echoing around you, coming from all directions. From behind the door to the north, a hubbub of many voices. From the south comes the unmistakable clank of mail-shod feet, very close!

To inspect the door to the north, go to 264.

To hide in the armoury room, go to 186.

102

Knocking on the door, you run quickly back down the alleyway and take cover behind some crates.

It takes a while, but after a long moment you see the door creak open, and a face sticks out.

An orc! Quietly the orc proceeds out, its axe drawn, closely followed by another.

Tentatively, they creep down the alleyway and are headed right towards your hiding place.

To stay hidden, make a Stealth roll, DC 10.

If successful, go to 387.

If unsuccessful, go to 454.

Alternatively, you could probably make a ranged attack with surprise from your current location: go to 330.

Or, you could jump out and face these orcs in the alleyway. Go to 286.

103

You make your way down to the pool and quickly get undressed. Slowly walking into the pool, you feel the cool water, slightly bracing, refresh your skin and wash away the dust of travel. Instantly you feel invigorated, and you breathe in the fragrant forest air as you submerge yourself fully in the crystal-clear pond.

Take all the benefits of a short rest. Then, peruse the following options.

You could return to the signpost and read the notices. Go to 333.

You could check out the abandoned cabin on the other side of the bridge. Go to 1.

Or, if you are done with this location, return to **Map F** and choose a new location.

104

You make your way over to the man who looks to be in a state of near-hysteria.

"Please," he whispers as you come near. "You must help me!"

"What is the problem?" you ask.

"It's my master... or rather, my master's tower! He's a wizard, name of Delfen Ondabarl. You must have heard of him, he's quite famous around these parts. Anyway, he hasn't been there for weeks, and now his laboratory is filled with wild magic... I can't even get in there, and I'm afraid the noise will attract these accursed orcs and goblins. You must help me! There is all sorts of mayhem going on in there!"

"What's in it for me?" you ask.

The disciple thinks about this for a moment.

"There are magic items there!" he says.

"Perhaps you might be able to salvage one from the wreckage... oh and I should tell you... it would be foolish to attempt this on your own. Do you have someone who can help you? A companion on your journey?"

Do you accept this task? If so, go to entry 416.

Otherwise, you tell the man that you are not really suited to such a task. Return to **Map D** and choosing a new location. (You could also return here later if you happen to meet a sidekick).

105

This religious symbol, whatever it represents, is not known to you.

To proceed inside this building, go to entry 94.

If you would rather explore another location, then return to **Map E** and choose a new location.

106

This stone door is engraved with lines of silver, depicting Sir Sheldon slaying some foul beast... a basilisk, by the looks of things. You certainly don't want to run into one of those in here!

To check for traps, go to 370.

To try the large knob at the door's centre, go to 213.

107

Make an Investigation check, DC 15.

If successful, go to 364.

If unsuccessful, go to 426.

108

Grasping the door handle, you turn it and feel a huge jolt of energy course through your body! Take 1d8 lightning damage. If you are still alive, continue reading below.

Although you were shocked by some kind of lightning trap, you did manage to turn the handle enough to discover that this door is locked.

If you want to try and pick the lock, go to 313.

Otherwise, you could try the door to the northeast by visiting entry 106.

109

Peering through into this room, you see it is filled with crates and sacks of various descriptions. Having a closer look, you find grains such as wheat and rye, molasses, oil, dried meats and other items.

There are enough ready-made supplies here to allow you to quickly assemble 5 ration packs.

To return to the main passage, go to entry 339.

To go back to the foyer area, return to entry 162 and choose an option. If you have already explored the first-floor rooms, then roleplay it as it makes sense.



110

Slowly you descend the staircase, feet making barely a sound on the smooth stone. It doesn't take long before you begin to hear something - a gobbling, munching sound coming from below! Cautiously you proceed. Reaching the bottom of the stairs you see a doorway into a large room and you move towards it. You peek around the corner and see two creatures with their back turned to you, ripping into crates and sacks of stored food and gorging themselves. One is a large goblin, and the other appears to be its pet dire wolf!

To attack from behind, go to 24.

To quietly creep back up the stairs, go to 89.

111

You creep down the stairs, emerging in a passage that leads you beneath the temple. A faint musty smell reaches your nose... the smell of death. It seems you have stumbled across catacombs!

Walking for some way, you eventually reach a point where a passage branches off to the right.

To take this passage, go to 251.

To continue straight ahead, go to 310.

112

Tightly securing the rope to the pulley frame that has been erected over the well, you test your weight on it first and then slowly descend down the vertical tunnel, using your feet to rappel down the well-shaft.

You eventually reach the ground at the bottom of the well, or rather you reach the water, which is about shin deep. You are standing in a kind of muddy pit. Halfway up the wall to the south is a small portal in the stone wall which opens into a passage. Hauling yourself up, you climb through this space and emerge on the other side, in a passage that runs south for a while and then turns west. You begin making your way down it.

Turn to entry 376.

113

"Who are you to enter this cavern, puny humanoid?" the dragon speaks in the angular-sounding Draconic tongue. "Do you know whose lair you have blundered into, you careless fool? I am none other than Rynvyrax, son of the great Ryvaynir, the scourge of the Delimbyr Vale! An unfortunate day for you, it seems! Prepare to meet your god!"

At this, the dragon raises itself up on its hind legs and takes a huge inhaled breath!

You will have to act quickly! Will you:

Attempt to intimidate the dragon by boasting of your own prowess? If so, go to 197.

Or, you could attempt to charm the dragon with flowery words of praise. If you choose this path, go to 144.

You could turn tail and run the hell out of there, which is probably a wise course of action. Go to 37.

Alternately, you could simply prepare yourself to battle this powerful foe, knowing full well that there is every chance this will be the last battle you ever fight! If so, proceed to

Rynvyrax Combat Sheet.

114

The dragon has not noticed your presence, not yet anyway. Will you creep up and make a surprise attack on it? If so, go to 25. The other option is you could attempt to stealthily make your way towards the small treasure pile, where a fascinating gauntlet sits atop a pile of silver and copper pieces. To choose this route, go to 420.

115

You edge closer to the rabble outside the barracks, staying low.

"...keeps a shaman as his companion, I'll never know!"

"You're talking about Screwface, aincha?"

"Who else would I be talking about, idiot? He's the only one he trusts with his deepest secrets. They're holed up in that place together."

What place, you think desperately. Tell me where they are!

"Why does he keep that miserable old bugger around, anyway?" the goblin asks

"Protection," the orc replies sagely. "You never know who's going to come calling these days. Did you hear the news out of Waterdeep?"

"No. What news?"

"A bounty's been put on Master's head. So he's a wise orc to keep that mage by his side. Powerful he is, too."

The pair move away then, still talking, but out of earshot. Their voices are replaced by the loud hubbub of dozens of orcs and goblins busy about their orc and goblin business.

You stay for a while longer, hoping to pick up any mention of where Krond might be, but it seems disinformation has been passed out. Some of the orcs think him to be in the Misty Forest, some in Black Helm Keep, others in Delimbiyran, and others believe that no-one knows where he is.

Finally, you come away, not having learnt much apart from the fact that Krond has a powerful mage by his side. That in itself is good to know. You wonder if you'll have to face them together...

Return to **Map C** and choose a new location.

116

Do you wish to toast Nettiriya and the legend of Wyrmbiter? If so, go to 414.

If you would rather just sample a tasty ale, go to entry 351.

117

The druids lie dead before your feet. You feel a pang of sadness... they were trying to protect their forest, but at the same time, they had been driven mad by righteous anger, in the name of their god.

Return to **Map F** and choose a new location.

118

"Hmm. Perhaps the traveller speaks truth," one of them says. "Perhaps also, Silvanus would wish that we try to parlay first..."

The others consider this deeply.

"Thank you, friend," the oldest one, who appears to be the leader, says. "We must retire now to consider your words. We regret to admit that anger has ruled our decisions until now... after all, many of these sacred trees are thousands of years old."

Take an inspiration point for encouraging these druids to take a more peaceful path.

And now, return to **Map F** and choose a new location.

119

The goblins, including the wardrummer, lie dead before you, and finally the incessant drumming has stopped! Perhaps now the residents of Daggerford (those who still remain here) can find some peace... or perhaps this wardrummer will simply be replaced by another...

As this possibility dawns on you, your gaze settles on the drums.

To destroy the drums, go to 98.

If you cannot bring yourself to do this, then you either continue around the house to the far side, in which case go to entry 123.

Or, you return to the front of the house. Go to entry 162.

120

It is clear that the drums are coming from the east. From where you are, you can see the top of the wall which divides Daggerford in two.

Behind that wall, to the best of your knowledge, is the Ducal castle. That is where the sound of the drums appears to be coming from.

Return to **Location B2** and choose a new option.

121

A rough passage with patches of intact cobble leads you towards a cavern ahead. You can hear the musical sound of water dripping into a pool, and see luminescence lighting up the surface of the pond in this serene natural chamber ahead. It is not long before you have reached the cavern.

Turn to entry 391.

122

Turning east, you begin making your way down a well-lit corridor. As you do, you immediately notice that the hubbub of voices begins to fade.

Turn to entry 207.

123

You make your way around the east side, the back of the house. There is not much here. A few barrels are stacked, and inspection reveals them to be mostly full of either cooking oil or ale.

To return to the front of the house via the south side (avoiding the goblin area, unless you have already passed through that area), return to **C3: Ducal Castle** and choose a new entry.

124

You open the door silently and immediately behold an absolutely disgusting sight. With its back turned towards you, a huge ogre is gorging itself on food from the Duke's pantry. From behind you can see that it is currently tucking into a huge ham hock. On the floor are upended crates of vegetables, whole boxes of eggs smashed, loaves of bread bitten in half and numerous other food items.

What to do now?

Will you turn around and quietly leave the room, rejoining the main passage? If so, go to 339.

Or, you can make a surprise attack on this ogre from behind. Go to 277.

125

"Sure," the man says slowly, squinting at you. "Why not? I can always do with some company! I imagine you've probably got a few things you want to get finished before we depart. I'll be waiting for you outside the Daggerford gate. You can pay me when you get there."

"What's your name?" you ask.

"Elford," the man replies, thrusting forward a hand for you to shake. "Pleased to meet you." Take note of Elford's name and remember your agreement when you are ready to depart Daggerford. Note down entry 206. This will be the entry you go to in order to take the ride. Now, return to **Map E** and choose a new location.

126

Despite a fairly thorough search of this room, you find only a coin purse containing 53 gold pieces. Nothing else of note appears to have been interred with the dead, or else it is very well hidden. Perhaps these nobles were not as wealthy as this crypt would have you believe. Slightly disheartened, you return to the earlier junction. Turn to entry 202.

127

Moving towards the end of the hall, you hear noises. Someone or something is down there, in that room!

Make a Stealth check, DC 14.

If successful, go to entry 15.

If unsuccessful, go to 78.

128

You move to the far side of the building where an entrance is visible. Peering inside, you see that it opens onto stairs. The voices are now louder than ever... the sound appears to be coming from the top of the stairs.

If you are moving with stealth, make a Stealth check, DC 11, taking note of success or failure, then continue reading below.

The tower itself is made of some kind of lime or sandstone, with stairs of wood, and you try your utmost to keep your steps as light as possible as you ascend, readying an attack. Now that you are close enough to hear, you can make out the Orc language.

If you speak Orc, go to entry 379.

Otherwise, continue your ascent by turning to 81.

129

The passage leading into the hill is wide, and there are interesting markings on either wall that look something like burn marks. Perhaps travellers have been lighting campfires in here? You continue onwards.

Make a Stealth check, DC 14, noting success or failure.

Eventually, you see the passage opening into a vast cavern beyond. There appears to be some kind of pool within this cavern, and a noxious vapour rising from it...

To continue towards this cavern, go to 82.

Otherwise, it is not too late to abandon this forbidding place! Return to **Map F** and choose a new location.

130

You walk into this library room, scanning it from left to right. Multiple bookshelves reach almost to the ceiling, stacked with various interesting-looking tomes.

Make a Perception check, DC 14.

If successful, go to 439.

If unsuccessful, go to 226.

131

Stepping inside the door of this shop, you see that it goes back quite far. Paintings line both walls, and you see displays featuring clothing, fine art, and a little jewellery here and there, mostly semi-precious jewels. And something tells you that with a little searching you might find something of greater value here.

You make your way down the middle of the shop, looking from side to side, keeping a cautious eye out.

A large portrait of a man dressed in fine clothes catches your eye. Indeed, as you are passing it almost seems as if his eyes are watching you. Then, to your horror, you see movement within the painting and a spectral skeleton begins to emerge from it!

"Ah! So now the brutes arrive, finally, to loot my fine establishment! Well I am Farrell himself, you scoundrel, and I will fight you to the last! My descendants may have fled, but you will not cast me out, no indeed! Stand and fight, you cowardly wretch!"



How will you respond?

"I am no enemy of yours, Farrell! I come to rid Daggerford of its invaders!" (Persuade). Turn to 140.

"Calm yourself, merchant! I am not one to trifle with! You have no hope of defeating me! And besides, I am not your enemy here!" (Intimidate). Turn to entry 56.

132

You make your way into the tight alleyway, edging your way along. There is very little space in here, just enough for a small humanoid to move through. And as you progress, you start to wonder whether this narrow thoroughway is getting even narrower!

You make a quick survey of this area, to see if there is anything of interest in here.

Make an Investigation check, DC 15.

If successful, go to 375.

If unsuccessful, you make your way back out.

Return to **Location A2** and make another selection.

133

You enter a rough passage which has a cobbled floor, and walls of patchy masonry, travelling west. However, it appears the centuries have eroded much of the ornate stonework, and these corridors now resemble natural caverns more than any sort of man-made dungeon. Nature has begun to reclaim this subterranean complex. Different kinds of moulds and fungi creep over the walls.

You walk for a while before reaching a junction. Turn to entry 203.

134

You make your way quietly around the edge, looking for anything of interest.

You stumble on the cave all of a sudden, its entrance obscured by the shape of the rock.

"Who goes there?" a croaky voice shouts fearfully from within.

Peering into the gloom, you see an old crone, a hermit, crouched in the back of a cave, surrounded by all sorts of bizarre objects: animal skulls, old salvaged weapons and bits of armour, and numerous other pieces of junk. He seems fairly harmless.

"Why are you down here? Hiding from the orcs?"

How will you reply?

"No, just exploring... what is this place?" Go to 204.

"Mind your business, old man!" Go to 238.

135

Delfen quickly leads you through the passages of Black Helm Keep's Dungeons.

"I'm sure it's around here somewhere," he tells you. Then, rounding a corner, you are suddenly facing down the length of a passage that runs north-south. At the end of this passage is a sturdy-looking door. "This must be it," he whispers.

Turn to entry 266.

136

You stay low, keeping an eye on the windows as you move around the exterior of the house, looking for another way in.

Make a Stealth check, DC 12.

If successful, go to 18.

If unsuccessful, go to 271.

137

As you sip this purple-green liqueur, which tastes absolutely bizarre, you feel your vision become clearer and your senses finely honed. Someone over the other side of the bar coughs softly, and it sounds like a thunderclap!

Eye of the Beholder grants advantage on all Perception checks until you finish your next long rest.

To approach the barkeep in order to ask about the orc invasion, go to 34.

To join the old man who greeted you at his table, go to 406.

Or, if it is time to leave, return to **Map B** and choose a new location.

138

Spinning around to face south down the corridor, you quickly arm yourself and prepare for combat. Within moments, the first guard appears, a large burly gnoll warrior, and spots you at the end of the passage! Giving a shout of alarm, he breaks into a run, coming full speed towards you.

Go to **Black Helm Gnolls Combat Sheet**, using the North Passage Battle Map, and fight for your life!

139

You are unable to shift the large crates to gain access to the door. Whatever is trapped in there will have to remain so! Return to **Location A3** and choose a new option.

140

Make a DC 12 Persuasion check.

If successful, go to entry 30.

If unsuccessful, go to 93.

141

The burly, fearless orc begins edging towards the dragon. Annoyed, you focus your concentration and cause the illusory dragon to let out a deafening roar.

This does the trick, and the orc turns tail and runs inside the barracks with a girly little squeal. You stifle a fit of giggling, and then turn tail and get out of there before you are discovered.

Take an Inspiration point for causing some havoc amongst Krond's soldiers. Perhaps they'll venture out a little less into Daggerford now that they suspect there's a dragon around! Return to **Map C** and choose a new location to investigate.

142

Searching the passages near to the barracks, it doesn't take you long to find the mage Delfen Ondabarl.

Coming up to the door of the mage's cell, you whisper, "Sir! I've come to rescue you!"

The mage turns to face you, with a look of utter surprise on his face. "Bless you, my friend!" the mage says, utterly shocked. "I've been stuck in this cell for days!"

Do you have the codeword *familiar*? If so, go immediately to entry 64, returning to this entry afterwards (note down this entry number).

Delfen thanks you for finding him, and coming to the rescue of the people of Daggerford, but warns you that it would be impossible to try getting the hostages to safety before killing Krond Vikkurk.

"We must defeat Krond first," he tells you. "If we don't kill that maniac, he will track us on the plains... He'll hunt us down with his band of marauders and slaughter us like dogs. No, what we must do is cut off the head of the snake. If we do, then his cohort will scatter, I'm sure of it."

"How can you be sure?" you ask. "How do you know his henchmen will not just kill us?"

Delfen fixes you with a hard stare. "I've been a captive of this brute for days now. I've seen how he treats his soldiers. He doesn't just treat his captives like scum... those orcs and goblins and gnolls, they live in constant fear of Krond. Once Krond is dead, they will be free.. they will scarp back to their homelands like rats! We must kill Krond first. That solves everything."

The wizard's logic is impossible to refute.

Delfen tells you that he thinks Krond is lurking in one of the rooms in the upper level of the keep, above this one.

Do you have a bronze key? If so, you can free Delfen from his cell. The other possibility is that you have thieves' tools. The cell door can be opened with a successful DC 17 thieves' tools check. Or, perhaps you have the Knock spell or some other method of freeing Delfen Ondabarl from his cell.

If you are able to free the mage, go to entry 52.

If unsuccessful, go to 246.

143

Make an attack roll against AC 12.

If it hits, go to 211.

If it misses, go to 318.

144

"Oh my, excuse me," you say, feigning deference. "I had no idea I was in such exalted company, your greatness. If your excellence would grant me forgiveness, I will retire and leave your worshipfulness in peace. Sincerest apologies, great wylm..."

You bow low and begin backing away... and out of the corner of your eye, glimpse the gauntlet once more. If the dragon became distracted by your flattery, perhaps you could chance dashing over there and grabbing it.

Make a DC 20 Persuasion check. If successful, go to 350.

If unsuccessful, go to 51.

145

You attempt to flee the encounter with Krond before winning. If you succeed in getting clear of the room, you flee Black Helm Keep, barely escaping with your life!

Or, perhaps you are unable to flee, and die there in the throne room at the hand of Krond Vikkurk and his cronies!

But if you manage to flee, then you go quickly into hiding, hiding from Krond and his marauding band as you traverse the plains. Finally you decide that they are not pursuing any more, and you come out of hiding. There is no point in telling the authorities of what has happened, however, as Krond will have already fled, will have already found a new hiding place. And perhaps those hostages have already been slain.

You have preserved your life, but failed in your mission! All is not lost, however. Simply roll up another PC and try again. Krond Vikkurk is not an enemy who is easily defeated, so test your mettle once more and see if you can best the challenge of *Drums at Daggerford*!

146

Make a d20 roll.

If the result is equal to or above your AC, go to 407.

If below, go to 239.

147

The current pulls you quickly inside the entrance to the underwater tunnel, and you realize there is no going back now.

Twisting and turning, the tunnel seems to go for an age, and your lungs are ready to burst! Just when you think you might be on the point of succumbing, you see the water around you become illuminated by some sort of light, and

realize you have emerged in another cavern.

With your last effort you kick towards the surface, and soon you are sucking in huge lungfuls of air, glad to be alive! As you recover, you cast your eyes about the cavern and take in your strange surroundings.

Turn to entry 391 to find out what you have found!

148

You go in a short way to try and discover where the old man has gone, but find that the cave simply stops. Did he disappear? You are left scratching your head, puzzling over where he might have gotten to. You even search for secret doors but there is nothing to be found. Utterly baffled, you return to the edge of the lake.

To continue searching around the edge of the underground lake, go to 84.

To re-enter the water and swim below to see what is on the bottom of the pool, go to 402.

To climb back up to the surface, go to 76.

149

Making your way around crumbled walls, hulking trees and thick tangled vines, you follow the sound of the chanting for a short way before you arrive in an area where the vines disappear from the ground and are replaced by thick grass. Through the trees, standing within a rough half-square of ruined walls before an altar, are three figures in robes, engaged in some sort of ritual. They all face the altar and are chanting, in unison, the same set of phrases, over and over.

To approach these characters, go to 166.

To call out to them, go to 57.

To turn around and leave as quietly as possible, go to 221.



150

You successfully creep up behind these robed individuals - they are completely unaware of your presence.

Their chanting becomes more insistent, and you see them place various objects on the altar before them. A dagger, the heart of what might be a deer, a branch bearing many acorns...

"Bring death to our enemies, the Blacksmiths of Misty Forest, who chop down our trees for their forges and bring misery and ruin to this sacred wood!"

To attack them before they have a chance to react, go to **Forest Ruin Combat Sheet**.

Or, to quietly stealth away, go to 221.

151

Looking under a bunched-up rug in the centre of the temple, you find a small velvet pouch. Giving it a rattle, it seems filled with small wooden objects. Carefully you open it and look inside.

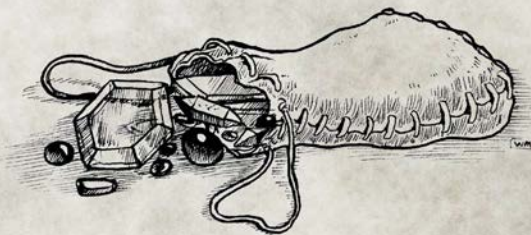
What you see is a collection of small figurines, little goblins! How strange. Taking them out one by one, you stand them on the floor to inspect them. As soon as you place the second one, something absolutely bizarre happens: they begin fighting each other! You take more of them out of the bag and stand them on the floor, and those instantly join the fray also.

Within moments there is a full-scale miniature goblin brawl taking place at your feet.

You watch this with some amusement for a short while, and then scoop them up and place them back into the bag.

Who knows how these curious little things came to be here - a child's lost playthings, perhaps - and you are struggling to think how they might prove useful, but you may take them if you wish. Mark *Bag of Tiny Goblins* on your inventory.

Now return to **Location A1** and choose a new option.



152

Moving from door to door, you quickly open each one and check inside. These are simple rooms, probably servants' quarters. Each contains a bed and a small trunk. A quick look inside the trunks reveals personal belongings, some of them quite evocative. There is a child's doll in one. Were these poor souls amongst the horde of people kidnapped by Krond? How did he manage to take so many, you find yourself wondering.

To return to the foyer area, return to entry 162 and choose an option. If you have already explored the first-floor rooms, then roleplay it as it makes sense.

153

Hidden by the boulder- and rubble-strewn landscape, and the cover of night, the guards cannot see you at first!

Go to **Gate Sentry Combat Sheet**. Your enemies are surprised in the first round.

154

The entrance to the keep is on the east side of the structure. Making your way around the ominous, towering stone structure, you reach the stairs that lead up to the recessed door and survey the area. There is no-one around, but that doesn't necessarily mean that it is safe to proceed. It seems strange for this area to be so unguarded.

To investigate the area for traps, go to 384.

To walk up to the door, go to 431.

155

Avoiding the raucous goblin gathering, you attempt to sneak around to the eastern side, the back of the house.

Make a Stealth check, DC 11.

If successful, go to 123.

if unsuccessful, go to entry 301.

156

You enter the passage that leads away from this cavern and press on in the direction of Black Helm Keep. The going is quite hard, and there is a definite upwards slope to this passage. It's pretty obvious that you are making your way up towards the base of the keep, possibly beneath it?

Then, all of a sudden, the ground levels out and the going gets a lot easier. You also notice that the tunnel here is more a more recent construction, the floor paved with interlocking tiles. Still, the upper reaches of this corridor are

festooned with cobwebs, which leads you to believe this passage has been unused for some years, if not decades.
Eventually, you pass a short hallway in the left-hand wall which leads to a door.
To try this door, go to entry 302.
To continue down the main passage, go to 209.

157

Your powers of stealth serve you well, and by some combination of skill and good fortune, you make it to the treasure pile, lift the gauntlet from its resting place (as well as 1d4 x 50 gp gems) and then quietly skulk south, exiting the cavern and making your way down the tunnel. Astounded at your good luck, you take a moment to examine the gauntlet as you move quickly away!

GAUNTLET OF TUIR STONEBEARD

Wondrous Item, Legendary

This gauntlet was crafted by the inventor of Orcslayer Steel himself, Tuir Stonebeard.

When wearing this gauntlet, your melee attacks against orc and goblin enemies cause 1d4 extra points of damage when they hit.

Carefully storing the gauntlet (or just donning it straight away) you put your head down and enter the thick foliage once more.
Return to **Map F** and choose a new location.

158

You spend some time examining the glyph that appears on the clamps holding these weapons, and notice that it seems to be comprised of bolts of elemental energy, like lightning. It is also exceedingly ornate and painstakingly done, meaning that some expert mage spent considerable time creating this glyph and possibly investing it with a large amount of power. It may even be protected against spells to dispel magic and other measures. Regardless, it doesn't bode well.

But those weapons... they look impressive! Who knows what arcane abilities they hold? To attempt to take down the battleaxe, turn to 403.

To try and remove the dagger, go to 336.
Or, if you are done here, you may leave this place by returning to **Map F** and choosing a new location.

159

The three would-be ambushers lay dead. It was a flimsy plot at best, and they chose the wrong target when they picked you, that's for sure. Quickly you rifle their clothes. Aside from their weapons and 32 silver pieces between them, they don't appear to be carrying much in the way of possessions. You may take the rope, 5 rations and 2 baskets from the cart if you wish. Make an Investigation check, DC 16.
If successful, go to 440.
If unsuccessful, go to 62.

160

You search the body of the goblin and his dire wolf, but find nothing of any note, at least not relating to your quest. The goblin does possess a golden censer, however, used for burning incense, which he no doubt looted from some temple. The censer is worth 150 gp, and weighs four pounds. You may take this if you wish. To ascend the staircase to the top of the tower, go to entry 427.
Otherwise, return to **Location A3** and choose a new option.

161

Before you can react, there is a huge explosion and orange flames surround you for a second, burning you with a searing heat! Turning, you see an ugly little goblin hefting a bottle with a rag trailing out of the top. He is holding a torch to the rag and smiling evilly!
Take 1d4 fire damage, and you must use an action to put out the flames before you can do anything else, or suffer another 1d4 fire damage. Take this into account as you proceed to **Goblin Alchemist Combat Sheet** and do battle with this pesky pyromaniac!



162

Approaching the west side of the building, you creep up to the front door. No-one has spotted you yet, and you cautiously test the door handle.

It is unlocked.

You quietly pull it open and step inside. The foyer is deserted, but you see doors to your left and right, and a hallway ahead. There is also a spiral staircase ascending to the first floor.

To proceed down the hallway, go to entry 176. To check the door on your left, go to entry 222.

To check the door on your right, go to 343.

To go up the staircase, go to entry 19.

To leave this area, return to **Map C** and choose a new location.

163

Quickly you make your way over to a recess in the cavern wall, where a frightened young woman cowers in the shadows.

"Come on," you beckon to her. "You can come out. I won't hurt you."

But instead of following your direction, she backs away even further into the darkness.

"What is it?" you demand. "Why won't you talk?"

But no matter what you say, the young woman will neither respond, nor come to you.

To cast Detect Magic, go to 100.

To help the noblewoman to her feet, go to 184.

To ask the noblewoman why the others do not talk, go to 20.

164

You open the door and immediately behold an absolutely disgusting sight. With its back turned towards you, a huge ogre is gorging itself on food from the Duke's pantry. From behind you can see that it is currently tucking into a huge ham hock. On the floor are upended crates of vegetables, whole boxes of eggs smashed, loaves of bread bitten in half and numerous other food items. Hearing your entry the ogre quickly rounds on you, roaring at your intrusion!

Go to **Ogre Glutton Combat Sheet** and do battle with this greedy foe!

165

You finally manage to free yourself from the treacherous tangle of vines. Catching your breath, you move well away from the deadly plant, keeping an eye out for similar creatures. Take the codeword *vine-wise*.

You can still hear the sound of distant chanting from through the trees. To follow this sound, go to 149.

Otherwise, you may leave this place by returning to **Map F** and choosing a new location.

166

You move closer to the group of three robed men and can see the altar that they surround. Atop the altar is what appears to be the branch of an oak tree, which they are all... praising? Worshipping?

Are you approaching with stealth? If so, make a Stealth check, DC 14.

If successful, go to 150.

If unsuccessful, go to 425.

If you are not bothering to be stealthy, go to 57.

167

You immediately recognise the sharp, angular script as Orc. Whatever crude messages are splashed across this temple, it was Orcs who made them.

If you speak Orc, go to 288.

If not, return to **Location A1** and choose a new option.

168

The guard above makes a motion, and the gates open inward to admit you. Amazed at your good fortune, you progress through into the compound beyond. A huge, squat building dominates the centre of this large area, looking something like a cross between a manor and a castle.

You stand here in the guise of an orc or goblin invader, beholding the Ducal Castle of Daggerford. Now that you are past the gates, the sentries have turned their gaze back out across the rooftops of Daggerford. You are unobserved.

If you wish to keep your Orcish disguise, note the codeword *disguise* on your sheet. Then go to **Map C** and choose a location on the map to visit.

169

This barbarian-looking warrior cleaves the air with his mighty blade. If you get this wrong, the wound will be grave.

Make a DC 11 Athletics or Acrobatics check. If you fail, take 2d6 slashing damage.

If you are still alive, continue to entry 401.

170

You feel something tightening around your leg, and look down, too late, to realize that the vines of the forest floor are coiling around your legs, attempting to pull you down. Thick thorns rake your legs as the coils tighten! Unless you have some other way of getting free (such as a Misty Step spell if you are a caster), then begin making a series of DC 14 Strength saves. For each failed save, take 1d4 bludgeoning damage. When you succeed on the save, go to 165.

171

As the liquid courses down your throat, you initially feel a slimy sensation, which quickly turns into a hideous burning! Make a Constitution save, DC 15. If unsuccessful, this liquor (brewed from the breath of a green and a black dragon!) inflicts 1d4+1 poison and 1d4+1 acid damage. However, if you make the save, you are granted immunity from poison and acid damage for the next three days. To approach the barkeep in order to ask about the orc invasion, go to 34. To join the old man who greeted you at his table, go to 406. Or, if it is time to leave, return to **Map B** and choose a new location.

172

You can hear disgusting eating noises. Someone – or *something* – is eating its dinner with all the manners of a pig! To enter this room, go to 442. To leave this door and return to the main passage, go to 339.

173

The guards hear or smell something and start down the side passage, on their way to investigate the armoury. You have just enough time to hide inside the entrance. Go to **Black Helm Gnoll Combat Sheet**, using the Armoury Battle Map.

174

Slowly you approach the guard tower, watching for any signs of movement. The tower appears deserted, but you are taking nothing for granted. There could be orcs in here, lying in wait to catch stragglers, or some beast that has taken up in the tower since it was emptied of inhabitants.

Approaching, you see a dead body in the doorway, which appears to be the body of a guard. His tunic is stained with dried blood, and he has obviously been dead for some days. Covering your mouth, you step over the corpse and proceed inside the tower. A spiral staircase leads up to the top floor of this tower, and continues down below ground. Will you go up the staircase to see what lies at the top of the tower? Go to 427. Or, descend the staircase to the below ground level? Go to entry 110.

175

Moving as quietly as you can, staying in the shadows, you attempt to sneak up on the goblin, who as yet has not noticed your presence. Make a DC 14 Stealth check, taking note of success or failure, then go to **Screwface Combat Sheet**, and do battle!

176

You move up a narrow hallway towards the back of the manor. You are about halfway down this hallway when you notice two more doors, one to your left and one to your right. To try the left door, go to 253. To try the right door, go to 8. To continue up this hallway, go to 83.

177

The animated hammers lie scattered on the ground, their handles shattered, the armour now nothing but a twisted pile of metal. The voice which accosted you before has fallen silent, and even the bellows has stopped expelling its gusts of air... Slowly the fires within the two forges die to a faint glow, giving off only the faintest light. But it is enough light to highlight the outlines of the hammer which you saw before, resting against an anvil and emitting an arcane aura of some kind. You quietly approach. The workmanship is ornate, probably dwarven, and you are in awe of this magnificent weapon. You have found a Vicious Warhammer! You may add this to your inventory. When you roll a 20 with this weapon, the target takes an extra 2d6 bludgeoning damage. Overjoyed with your find, you leave the haunted smithy. Return to **Map E** and choose a new location.

178

You crouch down low and call softly to the cat, beckoning with your hand. Slowly it edges towards you and then offers its chin for a scratch. You turn its name tag over in your hand - Elminster is this moggy's name, and that gets you thinking that this cat is probably a wizard's familiar. This cat seems quite taken with you and begins following you around. Take the codeword *familiar* and then return to **Location A3** and choose a new option.

179

You work the lock expertly, manoeuvring your lockpick until you hear the tumblers click into place. Trying the handle once more, you find it turns smoothly, and the door opens. To proceed inside, go to 321.

180

Make a Perception or Investigation check, DC 14.
If successful, go to 191.
If unsuccessful, go to 323.

181

A wisp of a song comes to you, some sort of melody, through the trees. What is that? A repeating chant of some sort? It's a little too faint to tell, but it's coming from somewhere nearby.
To follow the sound, go to 149.
To look further around the ruins, go to 438.

182

You can hear something coming from within this room, but the noise is too indistinct to make out exactly what. There is definitely something, or someone in here, however.
To enter this room, go to 442.
To leave this door and return to the main passage, go to 339.

183

"I am fine," she tells you, glancing around uneasily. "My parents are wood elves, we are used to surviving on nothing. I've been coming out of the tunnels at night to steal food."
"Why haven't you left the town?" you ask.
Silena takes on a sad expression. "My parents might still be here," she says quietly. I cannot abandon them. If you really want to help me," she begins, and at this her eyes begin to well up with tears, "...then kill the invaders. All of them. And find my parents, wherever they may be!"

To ask Silena if she saw anything, go to 22.
Otherwise, Silena goes back into the tunnels.
Return to **Location A2** and choose a new option.

184

You come close to the noblewoman and take her arm, helping her to her feet.
To your horror, as you do this, she suddenly rakes a horrid, gnarled hand across your face, yellowed claws tearing deep into your flesh! Roll a d20+6 with advantage. If it hits, take 2d8+4 slashing damage. If you are still alive, continue reading below.
As you watch, the woman visibly ages before your eyes, becoming wizened and bent over. Her skin takes on a greenish appearance and she lets out an ear-piercing cackle.
"Fool!" she screeches. "Now you will become my next servant, in a long line of many! Submit or die!"
You have little choice but to battle this horrid hag. Turn to **Hag Lair Combat Sheet** and do battle!

185

The orc shakes his head vigorously as if forcibly dispelling the spell, and resumes his drinking. Your spell has failed!
Disappointed with yourself, you move quickly away from this area before you are discovered.
Return to **Map C** and choose a new location.

186

Make a Stealth roll, DC 14.
If successful, go to 291.
If unsuccessful, go to 173.

187

One of the gnolls gives a bark of alarm - you have been spotted! They begin running towards you, drawing their weapons.
Go to **Black Helm Gnolls Combat Sheet**, using the Old Barracks Battle Map.

188

You enter the room, which is huge in scale, the size of a large town square. It was obviously meant to accommodate a large number of people, and it currently is, although perhaps not as many as you were expecting. Is this the population of Daggerford? "So few," you whisper to yourself as you look around at the populace, who barely seemed to have noticed your arrival. Most of them walk around

in a kind of fog, looking exhausted and bedraggled.

A hand grabs your arm, gently from behind. You turn quickly, hand on your weapon, to be greeted by a friendly-looking face. "Here to rescue us?" the halfling asks. "Took you long enough!"

The halfling introduces himself as Rylenn, a merchant of Daggerford. He seems like the most well-groomed and competent person amongst this defeated lot, so you latch onto him, reasoning he will prove a valuable contact. Have you heard of Rylenn? Go to 464.

If Delfen Ondabarl is with you, turn to entry 316.

Otherwise, turn to entry 272.

189

Despite spending a long time studying the glyph, you can't really tell anything about it, other than the fact that it is very ornate. You can't help but wonder if those weapons are worth the risk.

To attempt to take down the battleaxe, turn to 403.

To try and remove the dagger, go to 336.

Or, if you are done here, you may leave this place by returning to **Map F** and choosing a new location.

190

You look in the doorways of the houses surrounding this courtyard area. But they are all emptied, in some cases ransacked, and deathly silent.

Make a Perception check DC 20.

If successful go to 448.

If unsuccessful, go to 315.

191

Searching around the panel, you find a tiny, faint symbol, barely discernible to the naked eye. It appears to be a glyph of some kind. Mages are known to place such symbols as traps. Perhaps the bones now inhabiting this casket once belonged to a mage.

If you know the spell *Dispel Magic*, you can cast this now to remove the glyph's magic.

Then, proceed to 231.

If you cannot do this, but wish to proceed with prying open the hatch anyway, go to 323.

If you would rather leave this room and return to the earlier junction, go to 202.

192

"Blasphemer!" one of them yells. "He is in league with them!"

"Enemy of Silvanus!" another cries as he begins moving his hands, summoning arcane energy.

It appears these old forest hermits are preparing to attack you! Go to **Forest Ruin Combat Sheet** and do battle with these dastardly druids!

193

Quickly you push the door, eager to take the fight inside... and are confronted with a large orc standing inside the foyer, wielding a javelin. Before you can react, he hurls it at you, catching you by surprise.

Go to **Guest House Hostages Combat Sheet**.

You are surprised during the first round of combat.

194

You make your way up to the barricade. Crates and barrels are stacked high against the door. Whoever did this meant to confine whatever is within this building. You wonder who might be in there. Was it orcs imprisoning humans, or the other way around?

To start moving the barricade to get to the door, go to 245.

To knock or call out to see if anyone answers, go to 60.

To leave it, return to **Location A3** and choose a new option.

195

Do you have the codeword *boulder*? If so, turn to entry 49.

If not, make an Investigation check, DC 19.

If successful, go to 12.

Otherwise, turn to 205.

196

You move closer to the statue to read the graffiti. Sadly, there are a lot of messages from townsfolk to try and locate lost loved ones. The statue has been used as a kind of message board. One in particular catches your eye, callously scrawled in rough Common over the top of all these heartfelt messages.

*PRAY TO EVERY FEEBLE GOD YOU
WISH, SET ANY BOUNTY YOU WANT –
YOU FOOLS WILL NEVER FIND ME!
KROND THE CONQUEROR!*

The brazenness of the villain! You can't help but laugh at his arrogance. When your amusement subsides, you ponder this message. Obviously, Krond feels he is well hidden, so you reason he probably isn't anywhere near. Probably not in Daggerford for that matter... unless... the ducal castle? But that would be too obvious, surely. Pondering these thoughts, you consider your next course of action. Return to **Map A** and choose a new location.

197

Bolstering your resolve, you laugh at the haughty words of the wyrmling. "Don't make me laugh, reptile. You are a lesser son of a worthless progenitor, and you shall feel the sting of my attacks before long. It seems that you've been hidden in this forest for too long, otherwise you would have heard the stories of my own exploits... For I am none other than (insert name), slayer and striker of fear into the hearts of all vile wyrms such as yourself! Now back away like the cowardly wretch you are and leave me to my business, wyrm!" Make a DC 20 Intimidation check. If successful, go to 354. If unsuccessful, go to 51.

198

A few heads turn your way, regard you casually, then go back to their tankards of ale. There are humans in here, as well as orcs, and it appears that differences have been set aside within the walls of this tavern, in favour of drinking. "Come in, young'un!" an old man calls out to you. "You're safe in here. This is hallowed ground, this is! These orcs aren't part of the raiding crew, they're locals... spared by the invaders. They're on our side!" To approach the old man and sit down for a talk with him, go to 406. To approach the bar and ask the barkeep for any information he might have on the invading orcs, go to 34. To select a drink from an unusual-looking shelf of bottles, go to entry 48.

199

Moving behind the bar, you have a quick search around. It appears Krond's soldiers didn't search this area very well, as you easily locate 55 gp and 129 sp in bar takings. You also find bottles of ale and homebrewing supplies. You may add any of these items to your inventory.

If you would like to have a quick drink of ale (for whatever reason), go to 116. Otherwise, go to 146.

200

Perusing the shelves, your gaze alights on a few useful-looking items. There are numerous jars of pickles and relishes, but a jar of "Finest Misty Forest Honeycomb" catches your eye. There is a jar of "Holy Water from the Lathander temple in Waterdeep" which is interesting too (may be noted on your inventory as holy water) and also two bottles of Neema nut oil (each may be noted as a flask of oil on your inventory, or sold for 20 gp each). There is nothing else of any interest in this cupboard. To check the second door, go to 236. To inspect the far right door, go to 344. If you are done investigating this area of the house, go to 374 (if you have not yet investigated the rooms off the entrance area) and choose a room to investigate. If you are finished investigating this house, return to **Map C** and choose a new location.

201

You move to dodge out of the way, but an Orcish javelin hits you square in the shoulder, piercing deep. Take 1d6+3 piercing damage. Then, go to either **Map B** (or **Map D** if you fled to the north of the street), and choose a new location.

202

You return to the junction you were at earlier. To head straight ahead, past the branching passage, go to 310. Otherwise, you can return to the surface by returning to **Map E** and choosing a new location.

203

From this point you may go either... North (turn to 265). South (turn to 378). Or east (turn to 121).

204

"Just exploring," you answer. "I descended into this well because I thought I saw something down here." "Naught down here but me, young'un," the old hermit replies in a raspy voice. "And you stay

down here much longer, that'll be the case again!"

You eye this old hermit up, and cannot help but smile. He looks frail enough that a stiff breeze might knock him over.

"Oh, it's not me you have to worry about!" he says. "It's Malgura the Mad! She'll eat you alive as soon as look at you!"

"Malgura the Mad? Who's that?"

"An evil hag lives in a cave connected to this one by an underwater passage. It's said she keeps slaves there, people she's lured into her lair and enthralled. I've heard tell there's a travelling bard, an adventurer just like yourself, who is now her servant and washes her feet! So I'd be careful where you tread around here!"

You talk with the hermit a while longer, but soon start to suspect that he might be mad, and so you start considering your options once more.

To continue searching around the edge of the underground lake, go to 84.

To re-enter the water and swim below to see what is on the bottom of the pool, go to 402.

To climb back up to the surface, go to 76.

205

As you near the bottom of the road that ascends to the keep you become more cautious, running quickly between the myriad boulders and trying your utmost to not be seen.

Pausing to catch your breath at one point, you notice the light is falling and you chance a look at the gates, carefully edging out from the cover of the boulder.

Flanking either side of the massive black gates to the keep are three goblinoid creatures, heavily armed. It's a bit far to tell, but they appear to be a mix of hobgoblins and orcs, or large orcs and goblins... no, it's too far, and the light is rapidly fading. Either way, that looks like a dangerous prospect. You would be well outnumbered there, and they certainly look a bit more formidable than your average goblin skirmisher. Still, if you could sneak close enough and try to take one or two of them out first... but it would still be a tough fight regardless. Probably a deadly one. You know your limits, and this is at the outer edge. Perhaps a bit beyond, if you're honest. You would need a ranged attack to really take advantage of this situation, that much is obvious.

You move back behind the boulder, then creep to the other side to peer out there.

To the south, a long, boulder-strewn slope climbs up to the south keep wall. You could try and make your way around the back of the keep and see if you could find another way in.

You peruse your options.

To try and stealthily move around the back of the keep to see if you can find another way in, go to 244.

To try and creep up on the guards who are stationed at the main gate, turn to 90.

206

You meet Elford outside the gates of Daggerford. He is pleased to see you.

"Hop on board!" he says enthusiastically. "I'll have you to the Misty Forest in no time."

You may travel to Misty Forest in half the time indicated on the travel table. You may also use the ride to take a long rest if you so desire.

Deduct 20 gold if that's what you decided on, and then proceed to the new area **Misty Forest**.

207

This passage runs a short way before you notice another passage branching off to the north, which leads to a set of stairs. You hear the sound of gruff voices coming from up these stairs, and have an instinct that you want to leave this floor until you have fully explored the one you are on.

You continue down the current eastern passage. Go to entry 42.

208

Ignoring this side passage, you continue north, eventually reaching the door that sits at the top of the corridor. From beyond this door, you hear voices, and you carefully try the handle, which, unfortunately, you find to be locked. Then to your horror, you hear the sound of mail-shod boots approaching from the south! To go and explore the side passage that leads to a room, go to entry 390.

To stand and face whoever is approaching, go to entry 138.

209

The passage narrows, and you notice a smell... the smell of food being cooked, becoming stronger as you head further north. This puts you immediately on guard. Perhaps you are nearing the bottom levels of the keep.

The passage turns sharply west, continues for a short distance and then turns north once more.

You walk on for a while, and then the passage ends abruptly.
It doesn't take long for you to find it, however: a lever, concealed in a recess in the right wall. This must activate a secret door of some kind. You have little choice but to pull this lever. Do so by turning to entry 324.

210

The Kenku carries 82 gp and his weapons. There is also a crude map of Daggerford that shows the location of the ducal castle in the eastern half of the town. Scrawled down the bottom are some words in Kenku. If you know this language, go to 217. Otherwise, you could check out the room nearest to the boarding house entrance by going to 249. Or, if you are done here, return to **Location A2** and choose a new option.

211

There is a yelp, and then a snarling sound... From the kennel emerges the most muscular, hideous-looking hound you have ever laid eyes on, and you quickly surmise that it is not of this world. Wherever it moves it appears wreathed in shadow, and before you can think what to do, it launches itself at you! (If you were using a non-magical weapon, then your attack only did half damage).

Go to **Shadow Mastiff Combat Sheet**.

212

You walk up to the kennel and boot the side of it, hard. The chomping abruptly stops. From the kennel emerges the most muscular, hideous-looking hound you have ever laid eyes on, and you quickly surmise that it is not of this world. Wherever it moves it appears wreathed in shadow, and before you can think what to do, it launches itself at you!

Go to **Shadow Mastiff Combat Sheet**.

213

Holding your breath, you try the handle. To your relief, you find that the door is open, and the handle turns easily. Giving the heavy door a push, you find it swings inward quite easily, revealing a passage beyond. Turn to entry 86.

214

You know this goddess well. This is Tymora, otherwise known throughout the Realms as Lady Luck. You feel a tinge of sadness. It seems Lady Luck has not smiled on the citizens of Daggerford lately. Perhaps, with your aid, their luck will change soon.

To gain the blessing of Tymora, go to 319.

Or, you could return to **Location A1** and choose a new option.

215

Decoding the graffiti, you see that the blacksmith's advertisement has been scrawled over with words such as "Defilers!" and "Heathen scum!" Another longer message reads "You ignorant beasts will get what is coming to you... the Temple of the Black Moon will search you out and see you dead!" Evil druids, it seems? Certainly very angry, at least.

To cross the bridge and investigate the abandoned cabin, go to 1.

To head down the path to the right and check out the waterfall, go to 432.

Or, if you are done with this location, return to **Map F** and choose a new location.

216

You decipher the note. It reads:

Grug says they're serving up strange drinks over at the River Shining Tavern. He drunk one the other day and his todger turned to stone for three hours!

Puzzling over what this could mean, you pocket the note and consider your next destination.

Return to **Map B** and move to a new location.

217

The note reads, *Some important orcs here, I think. Perhaps not Krond himself... but one of his lieutenants. And those damned drums!*

I think some members of the Duke's family may still be held captive here.

Perhaps you acted a little hastily in attacking this kenku. He seems to be on a similar mission to you. However, that's one less person to compete with for the bounty.

What to do now?

You could check out the room nearest to the boarding house entrance by going to 249.

Or, if you are done here, return to **Location A2** and choose a new option.

218

The little girl realizes that you have seen her, and goes to scamper away, but you pay her no mind. You realize she is just as likely to survive if you leave her be than if you take her with you on your quest. The best thing you can do for her is to make Daggerford safe once more. Return to **Location A2** and choose a different option, or return to **Map A** and choose a new location.

219

Exiting the armoury, you are horrified to hear the sounds of mail-shod boots, tramping down a nearby corridor. They are getting closer by the second! You will have to think fast. To check the door to the north, go to 264. To hide in the armoury, go to 186. To stand and face whoever approaches, go to 138.

220

You leave the cat and continue searching. Make an Investigation check, DC 10. If successful, go to entry 6. If unsuccessful, go to 261.

221

You are far enough away from this strange circle of beings, and they are too engrossed in their ritual, to notice your presence. You are easily able to stealth away. Return to **Map F** and choose a new location.

222

Cautiously you pad towards this door. Easing it open, you look through to see an opulent dining room. A long banquet table is lavishly set, and unlit braziers sit in each corner of the room. Then the smell hits you - the smell of death. Sprawled on the floor to the south is the body of a dead noblewoman. As your gaze roams around, you spot two more corpses, partially concealed behind the table. One is an older man, the other a young female wood elf, equipped like a warrior. Krond Vikkurk's men spared no mercy when they encountered these poor souls. To enter and search the bodies of these poor wretches, go to 358. To leave this room and continue searching the house, return to entry 162 and choose a new option.

223

"I'm sorry," you tell the noblewoman. "But I can't help you. I have urgent business." You turn and begin to walk away. "Please, you must help!" she calls. "We've been stuck down here for so long." You continue walking, deaf to her cries. "Fool!" you hear from behind you. "If you will not do my bidding, you will bow!" Turning you see that the attractive noblewoman has now transformed into a hideous hag, and appears to be conjuring some sort of spell! You have little choice but to battle this horrid creature. Turn to **Hag Lair Combat Sheet** and fight for your life!

224

Quietly entering this room, you see a table first, with two chairs facing out a window. Then, you see bookshelves... and finally you see goblins! Two of them, staring at you in alarm! Behind them are two human women, finely dressed and slumped against the wall. They look terrified. Go to **Guest House Hostages Combat Sheet** and resolve this! (Note: in this combat, the goblins will enter combat in the first round, and then the other combatant will enter in the second round).

225

Make a Perception check, DC 12. If successful, go to 172. If unsuccessful, go to 182.

226

You glance around the rooms, idly wondering what interesting tomes the bookshelves might hold. Roll a d20+4 with advantage. This is an attack roll. If the result is equal to or above your AC, go to 161. If under, go to 400.

227

Try as you might, you cannot succeed in picking this lock. To return to the junction, go to 202. Otherwise, return to the surface by consulting **Map E** and choosing a new location.

228

This dragon's skull is huge and spans the entire width of the fireplace above which it sits. Underneath it is a small plaque.

This is the head of Ryvaynir, who terrorised the area around the Misty Woods for many, many years. It was finally slain by the brave knight Nettiriya, who clove the beast's head from its neck with her trusty sword Wyrmbiter. Nettiriya's son Gattaren then went on to found this very inn, and that is why this impressive skull has pride of place in this tavern. Please raise a glass and toast the memory of Nettiriya and the legend of Wyrmbiter!

Most interesting. So that is where the place got its name! You can't help thinking, though, why they didn't call it the Dragon's Skull Inn. But then, it occurs to you that you've seen a few of those in your travels. Not a particularly original name. Dragonback Inn has a bit more of a ring to it.

To investigate the bar area, go to 199.

To see if anything of use can be found upstairs, where the accommodation is, go to 69.

Otherwise, you may leave the inn by returning to **Map E** and choosing a new location to visit.

229

Entering this large building, you are surprised to see a smithy which appears to be in full working order! Even though no-one is hammering out metal, two large forges are burning bright, and a large bellows pumps out huge gusts of air as if worked by an unseen hand. Propped against an anvil, a warhammer catches your eye also. It seems to pulsate with arcane energy, and it strikes you that this is no ordinary warhammer!

As you walk towards the anvil to inspect the warhammer, you see skeletons here and there, human and dwarven, littering the floor.

Slaughter has occurred here, no doubt.

"Who dares to enter my smithy?" a loud voice suddenly booms, giving you a terrible fright.

"Is that you Mikkell? Young whippersnapper! I'll teach you to use my best chisel as a hammer, you little rascal!!"

This voice, wherever it is coming from, is mad with rage, but has apparently mistaken you for someone else.

Then, to your amazement, three hammers leap into the air from where they rest atop anvils and crates, and start flying towards you.

Looking to your right, you see a suit of armour rattle into life and begin stepping towards you, creaking menacingly!

This is a potentially deadly situation you've gotten yourself into here! Do you flee, or do you fight?

Go to **Haunted Smithy Combat Sheet** and resolve this steely situation now!

230

You go to the edge of the well and peer inside. Your stomach turns at what you see - a pile of dead bodies, mostly town guard by their dress and arms, are in a grisly tangle at the bottom of the well. Dwarves, halflings, men, women... You grit your teeth, swearing vengeance for the heinous cruelty meted out to these poor souls. And ever in the background, the pounding of drums, taunting you.

Make a Perception check, DC 12.

If successful, go to 120.

If unsuccessful, go to 5.

231

Opening this panel, you peer inside to see a small black pouch with a drawstring. Carefully you reach inside and take it out, then open the top of the pouch to inspect the contents. Inside you find two pearls. One is a deep black, highly reflective, and your breath catches in your throat. This is a black pearl, easily worth 500 gp (note this on your character sheet). The other pearl is white and seems to be emanating some sort of arcane energy. You have heard tell of such artefacts, but never thought you would find one yourself! This magical gem is a *Pearl of Power* (see DMG p.191). If you are a caster, you may use this to your advantage. If you are not, perhaps you can sell it the next time you are passing through a settlement. (See *Dungeon Master's Guide* p.129 for guidance on selling magic items. You may wish to roleplay this activity outside the context of this adventure.

For more information on free-play solo adventuring, refer to our product *The Solo Adventurer's Toolbox*, available from the Dungeon Masters Guild website).

Overjoyed at your finds, you return to the junction you were at earlier. Turn to entry 202.

232

Make an Investigation check, DC 16.

If successful, go to 247.

If unsuccessful, go to 294.

233

Closing your eyes, you concentrate on crafting a terrifying illusion for these orcs and goblins, and not surprisingly, a dragon comes to mind! Muttering quietly, you focus on a point near the barracks and materialise a huge black dragon with fire streaming from its nostrils. Getting into the part, you cause the illusion to open its mouth and let out a bellowing roar! The orcs and goblins all flee, screaming, back inside the barracks, apart from one orc who stands fearlessly facing the dragon, knotting his brows in a doubtful expression. Apparently this orc is not so easily convinced. To make an Investigation check for this orc, roll a d20-2. The DC is your spell save DC. If the orc's check is successful, go to 373. If unsuccessful, turn to entry 141.

234

Carefully approaching this little house, which must be some sort of guest house for visiting dignitaries (or something similar) you manage to conceal your approach all the way to the front door. As silently as you can, you turn the ornate doorknob, preparing yourself for whatever you might find inside. Turn to 374 to discover what that might be!

235

The door opens slightly and a wizened old face appears in the crack. Narrowed eyes look you up and down. This old-timer is not about to trust you on face value.

"Whatever you're selling, we're not interested!" he barks, and you see his face disappear. The door slams shut before you even have a chance to respond.

"Malthuveus sent me!" you shout at the closed door.

There is a pause, and then the door is yanked fully open. "Keep your blasted voice down, young fool! Get inside, come on, come on!" The old man, dressed as if only just out of bed, quickly ushers you inside, grabbing your sleeve and pulling you through the door into a tiled stone landing. He pushes the door quickly shut, locking it with several sliding bolts, then turns to face you.

"Malthuveus, eh?" he muses thoughtfully.

"What's the old rascal up to these days? Still helping merchants keep their grain cellars free of giant rats?"

"His daughter has been kidnapped. She was in Daggerford."

The wizard's eyes go wide. "Ohhh... that is unfortunate, yes. You'd better come upstairs." You follow the hunched little wizard upstairs, around a rickety wooden staircase that creaks and moans, threatening to give way under your weight! To your relief, you make it up to the Vraxofaris's study in one piece.

"Now, what's all this about a kidnapping? You have to understand, young'un, I don't get out much these days! The news of the world tends to pass me by!"

You spend the next while explaining to the wizard the situation with Krond Vikkurk and his taking of Daggerford. Vraxofaris seems amazed by this news.

"But... how did he manage to kidnap an entire town? It beggars belief!"

"It's all true," you say.

Vraxofaris nods and moves away to a bookshelf at the side of the room. "I suppose the question now is, how can I help? I'm an old man, you understand... what sort of assistance are you looking for? I can't come with you, unfortunately... I can barely get down the stairs these days!" Vraxofaris lets out a huge sigh and hobbles back over to an armchair near the small fireplace that sits against the wall opposite the window. He collapses into his chair heavily. Vraxofaris's tower looks north across the small forest it sits within, plains visible beyond.

Looking back at the wizened old wizard, you see that he has started to nod off already! This elderly gent might be able to help you in some way, but you suspect you might not be able to expect too much from him! Perhaps one question?

Consider what you might ask of Vraxofaris, then proceed to entry 281.



236

You enter a room which obviously serves as a bedroom, possibly for servants. It is quite spare, with two beds and a chest at the foot of each bed. There is not much else in here besides.

To inspect the chests, go to 73.

To check the other rooms, you could investigate the first door by going to entry 317 (unless you've already visited that room).

Or you could check the far right door by turning to entry 344.

If you are done investigating this area of the house, go to 374 (if you have not yet investigated the rooms off the entrance area) and choose a room to investigate.

If you are finished investigating this house, return to **Map C** and choose a new location.

237

Reluctantly, you quietly inform Rodrick of the message sent to him by his love, Millareth, whose body you found in Daggerford. You hand him the piece of parchment retrieved from her body and watch as he reads it, tears falling from his eyes.

He is silent for a long time, then turns away from you and walks for some distance, reading the note several more times before finally returning to stand before you.

"Thank you," he says hoarsely. "I just... wish I could have been there to save her."

Looking at the man, it is plain that he is utterly devastated at this news.

Rodrick tells you that you may take any weapon you want, or have your blade or bow refreshed free of charge (next two attacks at advantage).

If you desire any mundane weapon, consult the *Player's Handbook* equipment guide. For each item, roll a d20. If you roll 6 or above, that item is available, otherwise it is not.

Once you are done here, you may return to **Map F** and choose a new location.



238

The old man does not take kindly to your rebuke.

"Suit yourself then! I hope the earth swallows you up!"

With these words, he retreats further into the cave, seemingly disappearing into the blackness.

To follow him in, go to 148.

To continue searching around the edge of the underground lake, go to 84.

To re-enter the water and swim below to see what is on the bottom of the pool, go to 402.

To climb back up to the surface, go to 76.

239

You feel a breath of air, and then a clattering noise. A tankard, thrown from somewhere, has just barely missed your head! You look around to see where it might have come from, but no one is emerging as a culprit. It makes no sense. If someone actually did throw this, they must have scarpered quickly!

To ignore this and check upstairs, go to 69.

To have a look at the skull over the fireplace, go to 228.

Otherwise, you can leave the Dragonback Inn by returning to **Map E** and choosing a new location.

240

You would know this symbol anywhere. The upright flaming sword is the symbol of Tempus, the god of war, a neutral deity worshipped by paladins, clerics, and all manner of warriors throughout the Realms. But what is it doing out here?

The thought has barely entered your mind when you hear a voice, resounding all around the clearing.

Yes, mortal. It is I, Tempus, god of all who wield their courage in battle, for whatever cause. I champion those who commit their souls to the fire of war, whether with weapons or magecraft, and in recognising me you have gained yourself a boon!

You feel a strange energy surge through you, your limbs becoming invigorated with divine energy of some sort. The god Tempus has granted you a boon, a **Charm of Heroism**.

From now until you leave the Misty Forest, you possess 10 temporary hit points. For the same period, you are also under the effect of the *bless* spell.

"Use this boon wisely mortal, and may victory find you wherever you go!"

The voice falls silent. You give the flaming sword a small bow, and then prepare yourself to continue your journey.
Return to **Map F** and choose a new location to visit.

241

Going around every surface and searching every nook and cranny, you are about to give up when you run your fingers along the ledge above the entranceway. There, you find an iron key, engraved with the number 88. Mark this on your character sheet.

The urgency returns, the anxiety that you will be discovered down here at any moment.

To inspect the mounted weapons more closely, go to 435.

To leave this room, go to 219.

242

You move from tree to tree and use as much cover as is available in the grounds of the ducal castle. You move to the north side of the building, and there you see him! Or rather, them... clustered around two huge drums, several goblins are carousing, drinking out of leather wineskins and dancing as a large, burly orc beats on two huge drums. This is the source of the relentless booming noise that has been echoing throughout Daggerford! The corpses of several soldiers dressed in the livery of the Daggerford guard lie dead, half-orcs amongst them. It seems Krond's forces show no discrimination when it comes to their slaughter.

They currently haven't seen you, absorbed as they are in their madcap dance of mayhem.

If you wish to attack these villains, go to 26.

If you wish to move further around the house, go to 155.

To return to the front of the house and gain access from there, go to entry 162.

243

You take up a sack of oats and go from pen to pen, filling each horse's feeding trough. The animals give soft whinnies of thanks as you do so, and set about eating.

Take an inspiration for your mercy towards these poor neglected beasts!

Now return to **Map C** and choose a new location.

244

You wait until the sky darkens a little more and shadows begin turning into night. Then, as quickly and quietly as you can, you begin hurrying between the boulders, heading towards the other side of the keep. You are able to keep yourself fully hidden, with no risk of the guards at the main gate seeing you.

Eventually, you reach the back of the keep, but what you find there does not give you cause for joy. The wall is sheer and tall. This was a wall that was built to be impenetrable and unscalable.

Your only option is to try and get in via the front gate.

To try and creep up on the guards who are stationed at the main gate, turn to 90.

Otherwise, you may leave this location by returning to the **Campaign Map** and choosing a new location.

245

You start moving crates and boxes, setting them to one side. However, some of these crates are incredibly heavy, which is probably why they functioned so well as a barricade. Make a Strength check, DC 16.

If successful, go to 393.

If unsuccessful, go to 139.

246

You apologize to Delfen Ondabarl for not being able to free him from his cell.

He shakes his head. "Don't worry about me, young one. I'm more worried about you. Facing Krond on your own, without my help... all I can say is, may the gods go with you!"

If it is of any use, the mage casts the spell Mage Armour on you. Delfen warns you this will be no easy fight.

Arming yourself for battle you set out through the passages and eventually find a set of stairs that leads upwards. After fetching the three burly commoners from amongst the hostages, you make sure they are all equipped with shortswords and then ascend to the upper level of the keep.

Days of searching, gathering information, has led you to this! You are about to do battle with one of the most feared criminals in the whole Sword Coast!

Turn to entry 91.

247

You touch a part of the door handle and feel a "Zap!" into your hand. Yanking it away just in time, you realize that if you had left your hand there a moment longer, some sort of lightning energy would have infused your whole body, possibly to disastrous effect!

This is perhaps beyond your skill to disarm, as the mechanism seems to be actually within the body of the door itself. But maybe you can open the door quickly enough so that the effect is minimized.

Take the codeword *shocking*.

To try opening the door, go to 455.

To try the other route (if you have not done so already) go to 106.

Otherwise, you can leave this tomb by returning to **Map F** and choosing a new location.

248

A javelin, thrown from cover, hits you squarely in the midriff, taking you completely by surprise.

Take 1d6+3 piercing damage.

Fortunately, the wound doesn't seem too bad, and you quickly remove it and prepare for battle with the two orcs who have just emerged from cover. They've been locked in here all this time and are desperate! But you hope they won't give you too much trouble.

Go to **Orc Barricade Combat Sheet**, using the Orc Barricade Battle Map.

249

Entering this room near the front entrance, you quickly scan around. This room looks like it was abandoned in a hurry. You find luggage which has been rifled, and the ripped pages of what looks like a merchant's ledger. There is also a bag here which contains a few clothes and not much else.

Make an Investigation check, DC 14.

If successful, go to 412.

If unsuccessful, go to 409.

250

The legend of Nettiriya, the brave lady knight who slew Ryvaynir, returns to mind! You feel imbued with a sense of heroism and purpose. On a turn of your choice, make one attack with advantage. Return to the **Rynyvrax Combat Sheet**.

251

You turn down this new passageway and follow it for some distance. It narrows to a point where it is almost impassable, and you wonder how much longer you will be able to continue. However, you do notice that the cobble is well-maintained here, and at various points you see fresco mosaics adorning the walls, depicting various historical scenes.

Eventually, you arrive at a door. Looking it over, you see what look like sword and axe marks in the stone. Someone has tried to break in here, unsuccessfully. You shake your head in amazement. How anyone thought they were going to hack their way through a stone door is beyond belief.

To check for traps, go to 107.

To try the handle, go to 421.

To return to the junction, go to 202.

252

"Actually, Rodrick, there is something I must tell you..."

You proceed to recall your encounter with the forest druids, those volatile individuals who were engaged in a bizarre ritual when you arrived.

"They want you dead, you and all your employees here..."

Rodrick seems utterly perplexed by this.

"But... why?"

"Sacred trees, they say. Groves where you have been cutting down trees for your forges."

Rodrick is deep in thought. "Then that is who killed the workers at Silverstream Forge!" he cries. "This will not do!"

Rodrick becomes resolved, although to do what you cannot tell. Still, you have delivered the message, and whatever comes of it, that is the business of the residents of Misty Forest. Rodrick does, however, offer to sharpen your blade or restring your bow for free (go to entry 450).

Thanking Rodrick, you consider whether there is any other business you want to transact while at the forge.

Return to entry **F6: Blacksmith Forge** and choose a new option.

253

You carefully open this door and peer inside. A wave of warmth passes over you, and looking inside you see an open fire cheerfully blazing. There are several armchairs, a bearskin rug and the wall is adorned with various paintings.

Other than that, there is nothing of any real interest in this room.

To continue up the passage, go to 83.

To close this door and try the door on the opposite side of the passage, go to 8.

254

The dragon turns on you, speaks a few words in a strange, guttural-sounding language, and then rears itself up on its hind legs and takes a huge inhalation!

Things are not looking good! Will you:

Flee this cavern? Go to 37.

Or, prepare to do battle with this powerful foe?

If so, proceed to **Rynyvrax Combat Sheet**.

255

The man grimaces. "I like my own company," he says. "No offence, stranger, but there's been some weird goings-on around here recently. I'd just as soon make the journey alone."

"Fair enough," you reply. "Well, good day then!"

You leave the merchant to his business and continue on your quest.

Return to **Map E** and choose a new location!

256

This deity is not familiar to you. No matter how you rack your brains, you cannot recall this imagery.

Return to **Location A1** and choose a new option.

257

The woman seems sincere enough. You can't think why you would have any reason to doubt her.

To help the woman to her feet, go to 184.

To ask her why the others do not talk, go to 20.

258

You follow the direction of where you think the noise is coming from, and finally you emerge in a large chamber where the foul water has collected in a large reservoir of some kind. On the far side of this space, you see a young woman cowering in fright.

"It's all right," you call out. "What are you running from?"

Then, you see the surface of the water between you begin to stir... and from the depths, a hideous skeleton emerges, holding a nocked, ancient-looking blade.

Go to **Sewer Rescue Combat Sheet** and do battle with this ancient warrior!

259

You cannot make head or tail of this graffiti, it is too messy and scrawled.

Are you an orc or half-orc, or do you know Orc? If so go to 288.

Otherwise, return to **Location A1** and choose a new option.

260

You beckon to the little girl, but she backs away. Either frightened of you, or suspicious, she disappears from view, deeper into the tunnels beneath Daggerford. Stooping down, you see that the pipe leads away, but is quite small, difficult to traverse, even for one as small as you. Return to **Location A2** and choose a new option.

261

You find nothing else around here. The stench is overpowering, and you quickly leave.

Return to **Location A3** and choose a new option.

262

"Sorry, my friend," you say. "But I'm not looking for a companion."

Poor Ricklan looks rather downcast at this news. "It's all right," he says. "I'll probably end up returning to the Dalelands anyway." He looks up at you with a stoic expression. "I wish you well on your journeys, traveller. Go with the gods."

Now you can return to **Map D** and choose a new location.

263

The gnoll guards lie dead at your feet. Quickly you work, hiding their bodies within the armoury behind some large chests.

As you do this, you give their clothes a quick rifling. In their pockets, you find one Potion of Healing, and a key engraved with the number 88. Another of the guards has a large bronze key. You may take any or all of these items (add them to your inventory).

Moving to the north door, you try both keys. The engraved one fits and the door unlocks.

Turn to entry 188.

264

Do you have a key engraved with a number? If so, go to that entry number now. Otherwise, there is no time to hide. You have little choice but to face whoever approaches.
Go to entry 138.

265

You make your way north along a passage which seems to slope upwards, and ahead you see light. It isn't long before you arrive in a cavern which has an open roof, the blue sky visible above. A natural walkway zigzags up the wall to the top of the chasm, appearing to exit this system of caverns.
To exit the dungeon, go to entry 31.
To explore the passage which leads south away from here, go to 377.

266

As quietly as you can, you creep into the passage and begin making your way north. The passage is well-lit, and as you progress towards the door at the northern end of this passageway, the sound of voices gets ever louder. There are a lot of people, nearby, you determine, and your hope rises - perhaps you are close to your goal after all!
You pass a branching passage to your left, which goes for a short way and then opens into a room that appears to be filled with weapon racks, crates and barrels.
To check out this room, turn to entry 390.
Otherwise, to continue north turn to entry 208.

267

It is a mystery why the note would be written in both languages.
Return to **Location A3** and choose a new option.

268

The note reads:
Travel to the Ruins of Delimbiyran and await master's instructions. Do not enter below ground! There is an evil witch, very powerful, who lurks down there. She will eat you alive! Also, touch any treasure and master will use your intestines as floss to clean his teeth.
Screwface.
Pondering these strange words, you consider where you might visit next.
Return to **Map G** and choose a new location.

269

There is nothing else to see in this room.
To check the second door in the hallway, go to 236.
To inspect the left door, go to 317.
If you are done investigating this area of the house, go to 374 (if you have not yet investigated the rooms off the entrance area) and choose a room to investigate.
If you are finished investigating this house, return to **Map C** and choose a new location.

270

"Nothing to trade, eh?" the old mage says, without much sympathy. You get the feeling he hoards his trove of relics jealously and doesn't just give them away to every adventurer who passes.
Perhaps you could use your powers of persuasion to impress upon him the gravity of the situation.
Make a Persuasion check, DC 16. If successful, you may choose from a limited list of other items at entry 298.
Otherwise, return to entry 281 and think of something else you might ask Vraxofaris so that you don't go away completely empty-handed.

271

As you move around the side of the house, you hear an alarmed bark coming from within, definitely goblinoid! Whatever is in there has noticed your presence. You also discover there are no other entries to this building.
From here, you have two options. You could either return to **Map C** and choose a new location.
Or, if you wish to enter the building (despite having been noticed) go to entry 16, taking an automatic fail on the Stealth check requested in that entry.

272

Now that you have time to examine your surroundings, you see that the prisoners, although obviously mistreated, still have barrels of water and crates of food. Bedrolls are arrayed in the northwest corner of the room, and the whole place is surprisingly tidy. There are even a couple of stoves against the north wall for cooking.
"This is an old barracks," Rylenn tells you.
"There are barrels of grain here, for porridge, and stored water which had been recently replenished. I don't know by whom, some army

passing through perhaps. I don't think this keep has been properly inhabited for decades. But if these supplies hadn't been here, we would be starving right now. And as far as tidiness is concerned, that's my doing. Got to keep morale up. I refuse to let us fall into filth and squalor." You look around. You thought you would find hundreds of people being held hostage, but there is barely one hundred and fifty. "Many died on the journey," Rylenn tells you. "Some brave ones were killed for resisting. Some died from sickness or injury. Some lucky ones managed to escape. What you see here is a fraction of the original hostages. Krond and his cronies are responsible for many, many atrocities."

The other hostages pay you no heed. They all seem to look to Rylenn, who has taken on the mantle of leader. You cannot help but pity them. Forced to live like this... it's no kind of existence for law-abiding folk.

You want to get them out of here, but realize that will be difficult. You need to kill Krond. There is no other way.

"Tell me," you ask Rylenn quietly. "Is there a woman here... the daughter of a mage?" You search your memory for the name of Malthuveus's daughter. Finally it comes to you. "Her name is Kahlani."

Rylenn's face lights up. "Kahlani? Yes of course. She's..." Rylenn searches the sea of faces. "Yes, over there."

You make your way to the spot Rylenn indicated, and are soon face-to-face with a perplexed-looking woman who is seated on a crate, playing with a small child of about five years. In the woman's features you see strong echoes of her father, and you remember your promise to the venerable mage.

"Your father sent me," you say simply. "He is the reason why I am here. "We're going to get you out of here."

Kahlani opens her mouth to speak but is lost for words as tears begin to spill down her cheeks. Then you remember what Malthuveus told you.

"Where... is your husband?" you ask quietly. She looks down, shaking her head. "Killed," she says simply. "He tried to resist."

You crouch down and take Kahlani's hands in your own. "He will be avenged," you say forcefully. "And you and your son will be gone from this accursed place. Stay strong, it will be over soon."

Kahlani meets your gaze, hope kindling in her eyes even as the tears still fall. "Thank you,"

she says. "Whatever happens...thank you for coming."

"Your father wants to see you again," you say, trying to buoy her spirits, "And he will, mark my words!"

Rylenn tells you that there is a mage here, too, imprisoned somewhere within the keep. "Delfen Ondabarl is his name. Well known in Daggerford, bit of a local character. Krond separated him from the group early on. Think he thought the mage might be a threat. But if you can find him... perhaps he can help you defeat Krond."

You and Rylenn discuss a possible plan. He thinks that the new lord of the keep is lurking upstairs, in the level above this one. "But that's the only way. Kill Krond, and his cronies will just scatter, I'm sure of it. Once they know the ransom isn't coming, they'll run like rats."

At this stage you may take a short rest, hidden amongst the prisoners, most of whom are too exhausted to even notice your presence. Then you gather yourself and prepare to face Krond. Rylenn also tells you that he has "three good strong men," who are able-bodied and handy with a blade. Scouting outside the room, you find shortwords in the armoury. A little rusted, but usable. You tell the men that they are to wait here, in the barracks, and leave in five minutes, which should be enough time for you to find the mage (if you wish) and prepare yourself for combat. "After that," you tell them, "leave here and ascend to the upper level of the keep."

To follow Rylenn's advice and go and find the cell of Delfen Ondabarl, go to 142.

Or, to head to the upper level of the keep and try to track down Krond Vikkurk, go to entry 91.

273

Skulking forward down the passage, your heart skips a beat as you feel a tile sink underfoot, accompanied by a sharp "click"!

Two spears shoot out from the walls, one on either side of you.

Make a DC 16 Dexterity save, taking 2d6 damage if you fail. If you are still alive, continue reading below.

You take a moment to catch your breath after that deadly surprise caught you off-guard.

Getting to your feet, you continue down the passage ahead.

Go to entry 40.

274

This large stone door has been carved and embossed with silver. It depicts Sir Sheldon rescuing some hapless-looking maiden from a tower. You scoff at this ridiculously contrived scene and turn your eyes towards the door's large handle, situated at its centre.

To try the handle, go to 108.

To check for traps, go to 232.

275

A broad grin spreads across the man's face.

"Deal!" he exclaims. He squints at you. "I imagine you've probably got a few things you want to get finished before we depart. I'll be waiting for you outside the Daggerford gate. You can pay me when you get there."

"What's your name?" you ask.

"Elford," the man replies, thrusting forward a hand for you to shake. "Pleased to meet you."

Take note of Elford's name and remember your agreement when you are ready to depart Daggerford. Note down entry 206. This will be the entry you go to in order to take the ride.

Now, return to **Map E** and choose a new location.

276

The ogre glutton lies dead at your feet. You cast your eyes around at this mess. It is an absolute shambles in here.

Having a quick look through the larder, you find what appears to be an herbalism kit. You may keep this if you wish.

There is a door leading off this room to the west. To go through this door, go to entry 109.

Otherwise, you may return to the main passage by going to entry 339.

277

Sneaking quietly inside, you prepare an attack and approach the ogre stealthily.

Go to **Ogre Glutton Combat Sheet**. The ogre is surprised in the first round.

278

You gently turn the handle of this door and ease it open, immediately beholding an absolutely disgusting sight. With its back turned towards you, a huge ogre is gorging itself on food from the Duke's pantry, and hearing the door open it whirls around, enraged at having been disturbed mid-feast! Picking up a huge club which lays on the

ground nearby, it lumbers towards you, raising the colossal weapon above its head!

Go to **Ogre Glutton Combat Sheet** and do battle with this foe!

279

You sprint for the treasure pile, but Rynyvrax is too fast, and flies into your path!

Quickly, you arm yourself for battle against this fearsome wyrm... your situation is looking dire!

Go to **Rynyvrax Combat Sheet**.

280

The gnoll guards lay dead. Quickly you check their pockets, finding the key to this room and another small bronze key. One of them also carries a Potion of Healing.

Looking around, you see many of the captives here within this large room regarding you with trepidation. "What have you done?" one of them asks. "When that orc brute discovers this, he'll go into a rage! You've put us all in danger!" Rylenn, your new friend, grabs you by the arm. "Ignore them," he says. "This is our chance, but we must act quickly."

Turn to entry 272.

281

Some of these questions will end in your leaving the tower, some will give the option to ask an additional question. Choose wisely.

To ask if the mage has any information on the villain Krond Vikkurk, go to entry 456.

To ask Vraxofaris if he knows anything of the future, go to 367.

To ask if Vraxofaris has any magic items to trade, go to entry 417.

To ask Vraxofaris to bestow a magical boon on you, go to 437.

282

You explain that you are on the trail of Krond Vikkurk. "No doubt you've heard of the reward being offered," you say. "And who might you be, my fine feathered friend?"

The kenku's stance relaxes somewhat when you show him that you don't mean him any *immediate* harm.

"I am Nybbler," the kenku tells you. "Nybbler Coalfeather. I was searching this boarding house for any clues that the orcs might have left... anything to tell me..." he breaks off then, probably realizing that he is talking to a rival.

"Where the hostages are being kept, yes," you finish for him. "That is what I search for too. But... we are rivals, yes? We both compete for the same prize."

"Indeed," Nybbler rasps. "And I am not one who wants to share in the reward, friend."

"Is there any information you can share with me?" you ask hopefully. "I have only just arrived here."

Nybbler pauses for a long while, regarding you carefully.

"I will share this," he says. "Castle Daggerford lies in the east part of the town. I believe there are many orcs in there. Important orcs. If not Krond Vikkurk himself, then some of his lieutenants, certainly. But... I think it may be hard to gain entrance. You will need your wits about you, for sure. If you are considering entering, the main gate might not be the way." Thanking Nybbler, you wish him luck (with your fingers crossed) and then continue on your quest.

To investigate the room closer to the entrance, go to 249.

Or, to leave the boarding house, either return to **Location A2** and choose a new entrance, or return to **Map A** and choose a new location to visit.

283

You are so intrigued by the monument as you make your way through the weeds and vines that you do not fully concentrate on where you are going. You feel the ground give way and suddenly find that you are up to your armpits in sticky, gluggy quicksand!

You will have to act fast to get out of here. If you have some sort of effect that allows you to fly, then you may use that to get clear of the pit automatically.

Otherwise, begin making DC 10 Athletics checks as if you were making death saves.

If you have three successes first, then you get clear of the quicksand pit with no bother.

However, if you have three failures first, then it takes you several attempts to get clear of the pit, and by the time you heave yourself up onto the bank you are utterly spent. Take one level of exhaustion (disadvantage on ability checks) until you complete your next long rest.

Then, proceed to entry 39.

284

You are jolted into awareness by a javelin which streaks past you, barely missing. Then, looking towards the back of the warehouse, you

see two orcs emerge from behind some barrels, armed with nasty-looking greataxes. It seems they have been trapped in here for some time! You must do battle with these brutes. Go to **Orc Barricade Combat Sheet**, using the Orc Barricade Battle Map.

285

Grasping the handle of this panel, you give it a good pull. The panel releases fairly easy, and inside you see a cavity about three by two feet wide. The foot of an ornate marble sarcophagus faces you, its edges trimmed in gold.

No doubt this contains the earthly remains of Sir Sheldon Nordegast.

You are just contemplating this when you hear a noise from the western end of the passage.

Quickly turning, you see three skeletons making their way towards you... but these are no ordinary skeletons. Attired for battle, they appear formidable, and array themselves in a classic attack formation.

"You dare disturb the rest of our great commander, Sir Sheldon Nordegast! You will pay for this insolence with blood, intruder!"

It seems these bony brutes are intent on combat! Go to **Misty Forest Tomb Combat Sheet** now!

286

Preparing yourself for battle, you leap out from hiding with a battle cry and launch yourself at the two orcs!

Go to **Orc Barricade Combat Sheet**, using the Orc Alleyway Battle Map, and do battle with these brutes!

287

The orc nods, as if having reached a decision. Holding your breath, you watch with barely contained delight as the orc stands, picks up his huge tankard of ale, walks around the table to a hulking bugbear and calmly upends the tankard over the bugbear's head!

The bugbear roars in anger, stands, and immediately starts pummeling the orc with gauntleted fists!

Take an inspiration as a reward for this hilarious bit of mischief-making. Then, before you are noticed, you may sneak off.

Return to **Map C** and choose a new location.

288

The graffiti is a mixture of crude and boastful slogans in the Orc language, such as "Kron'd will eat your children!" and "Lady Luck be damned!" and even "Orcs rule!" but you take these as nothing more than the ramblings of halfwits.

Shaking your head, you cast your eye around the temple to see what else might be discovered here.

Return to **Location A1** and choose a new option.

289

You take a few moments to alter your appearance to that of a simple orc soldier, then emerge from your hiding place and approach the gates.

As you near the gates, you hear an Orcish bark from above you. You look up and acknowledge the Orc who hailed you, then gesture for the door to be opened. You pray to the gods that your disguise holds up to inspection!

Roll a d20-2.

If the result is equal to or higher than your spell save DC, go to 451.

If lower, go to 168.

290

You move quickly, searching the bodies of the dead guards. On the orc you find 35 gp and a *Potion of Superior Healing*. Pleased with this find, you quickly search the guardhouse, and to your relief, find it empty. Here you find 10 torches, a coil of silken rope, and a pouch of caltrops. You may take any of these items and then proceed to entry 299.

291

You peer cautiously out from the entranceway to the armoury, taking care to stay in the shadows, holding your breath. As you watch, a patrol of three gnolls passes by in the north passage, and you hear them unlocking the door to this room. They are only in there for a few moments before they leave.

To sneak out in the passageway and attack these guards, go to 27. If you choose to remain hidden, continue reading below.

After the guards leave, you thank the gods for keeping your presence hidden from them. Now all has fallen quiet once more, and you have a little time to make a thorough search of this room, which you do.

Initially your search reveals little, but eventually, running your fingers along the top

of the ledge above the entrance, you find it: an iron key, which gives you hope. Perhaps this will open the door to the north?

Re-entering the corridor, you approach the door to the north once more. You fit the key in the lock and turn, relieved when you feel the lock giving way!

Turn to entry 188.

292

As you approach this building, you hear a ragged shout, and turn to see several orcs running towards you! You have been spotted, and must immediately do battle.

Go to **Orc Patrol Combat Sheet**. After you have resolved combat there, return to the entry you were on before this one.

293

Rifling the bodies of the orcs you don't find much, apart from their weapons and a few worthless trinkets, no doubt looted from the homes of slaughtered or kidnapped townsfolk. But then, searching through the pockets of the second orc, you do find a note, written in Orc and in Common.

"Report to castle when all the stragglers have been slaughtered."

You puzzle for a moment as to why the note would be written in both languages.

Make an Intelligence check, DC 14.

If successful, go to 325.

If unsuccessful, go to 267.

294

You look the door over, but don't find anything resembling a trap.

To try opening the door, go to 455.

To try the other route (if you have not done so already) go to 106.

Otherwise, you can leave this tomb by returning to **Map F** and choosing a new location.

295

You free the mage from his cell. "It is good to be out of that filthy hole!" he says. "I can't thank you enough. And now, we must put an end to the villain Kron'd Vikkurk. But first... we must talk to Rylenn. He is leader of the hostages. Well, he appointed himself but no-one else was willing."

"Why?" you ask. "We don't we simply go and kill Krond ourselves?"

Delfen fixes you with a serious gaze. "There may be men amongst the hostages, able-bodied men who can help us in our fight. If we can get their assistance, we definitely should."

You like the sound of that.

You leave this area and set out to explore the other areas of the keep.

Turn to entry 135.

296

You hear the tumblers click into place... the door is open!

You grasp the handle and turn, and feel a jolt of lightning energy running up your arm!

If you have the codeword *shocking*, take 1d4 lightning damage, otherwise take 1d8 lightning damage.

A long corridor is revealed, extending in a northeast direction. You set off down it, creeping forward into the darkness.

Turn to 67.

297

To check the second door, go to 236.

To inspect the far right door, go to 344.

If you are done investigating this area of the house, go to 374 (if you have not yet investigated the rooms off the entrance area) and choose a room to investigate.

If you are finished investigating this house, return to **Map C** and choose a new location.

298

"Hm. Well, all right then," the old mage says, a tad reluctantly. *What a greedy old curmudgeon*, you think to yourself. He begins rummaging around in an old chest. "I'm sure I'll have some small trinket in here that may be of use to you." Choose from one of the following to take from Vraxofaris:

- *Potion of Superior Healing*
- *Potion of Fire Breath*
- *Potion of Resistance*
- *Goggles of Night*
- *Bestow Curse Spell Scroll, 3rd Level*
- *Dagger +1*

Now proceed to entry 429.

299

Quickly you clamber up onto the roof of the guardhouse. There is a makeshift staircase here that seems to be easily dismantlable in case of a siege. You climb it quickly and get on top of the wall, then carefully climb down until you are in the keep's inner compound.

The huge main tower of Black Helm Keep rears up before you. Moving quickly about in the darkness, you discover a second guardhouse in the west part of the keep, and a well towards the back of the compound.

To inspect the second guardhouse, go to 360.

To have a look at the well, go to 45.

To check out the front door of the keep, go to 154.

300

You move to the right of the foyer and silently make your way through this door. This is a plushly decorated room with a fireplace and comfortable chairs... and then you see them! A young nobleman, and an orc, standing guard with a weapon!

Go to **Guest House Hostages Combat Sheet** and do battle. In the first round, you will start in the room with the orc token in the room with you (ignore the orc token in the foyer). After one round of battle, the other combatants will join. Good luck!

301

There is a shout, a short, goblinoid bark, and you look up to see the goblins staring straight at you! You have been spotted and must now do battle.

Go to **Goblin Drum Party Combat Sheet** and dispatch these foes!



302

The door is unlocked, and inside is a small storage room that appears to have doubled as a bedroom. It hasn't been used in an age, however, as evidenced by the thick dust on every surface.

Barrels are stacked against the wall, and these contain either oats or drinking water. Perhaps this room was meant to serve as a refuge during a siege.

You could shut and barricade the door in order to take a short rest in here if you so desire. You won't need to check for encounters.

A small chest sits at the base of the bed. It is securely locked.

If you have thieves' tools, you could try to pick the lock by making a thieves' tools check, DC 17. If you know the Knock spell, take an automatic success.

If successful, go to 74.

Otherwise, continue your journey by returning to the main passage. Turn to entry 209.

303

Slowly you progress down this tight passageway towards the back of the house. Just before the end of the corridor is a passage branching off to the right. Along this passage, you see three doors in the left wall.

To try the leftmost door, go to 317.

To try the middle door, go to 236.

To try the rightmost door, go to 344.

304

A straight passage extends before you and seems to end abruptly about forty feet away. You begin walking its length. The passage is lined with ornate weapons, like a gallery, and you marvel at the workmanship of some of these artefacts.

On the north wall you see a large square marble panel with a golden handle on it, like a drawer. A plaque sits underneath.

Here lie the mortal remains of Sir Sheldon

Nordegast. May he rest in eternal glory!

To open this panel, go to 285.

To inspect the weapons, go to 434.

To continue to the end of the tunnel, go to 85.

305

Just in time, you notice some strange-looking holes in the walls of the passage ahead, on either side. This appears to be a trap of some sort.

Your suspicions are confirmed with a quick search of the floor. A row of tiles, in line with

the holes and stretching from one wall to the other, appears slightly raised. Pressure plates! Gingerly you step over these tiles and continue ahead.

Go to entry 40.

306

This passage, which branches off to the right, has four doors spaced at even intervals along the left-hand wall.

To inspect these doors, go to 152.

To return to the last passage, that led off from the left, go to 50.

To return to the foyer area, return to entry 162, from where you may begin your exploration again. If you have already explored the first-floor rooms, then roleplay it as it makes sense.

307

You catch your breath, quickly checking the area to see if your skirmish with the patrol has attracted any attention. Fortunately, you can't see anyone else in the area.

Quickly you search the dead soldiers, and it doesn't take long before you find it. A note, addressed to the bugbear evidently, whose name appears to be Gronk.

Your heart pounds as you read... this could be a vital bit of evidence.

The note reads:

Gronk

How goes it you old villain

Master Kronk wants you to stay in Shaggerford and round up the last of the townsfolk

When you have a decent amount captured you are to bring them to join the other hostages

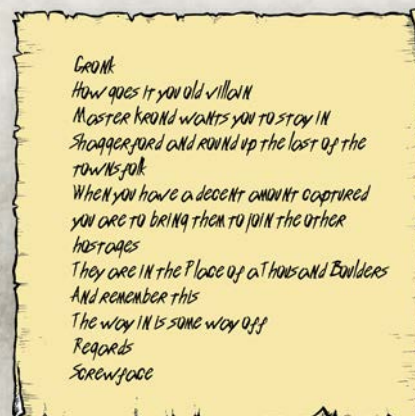
They are in the Place of a Thousand Boulders

And remember this

The way in is some way off

Regards

Screwface



Your heart pounds as you re-read... this could be a vital bit of evidence!

Tucking the note away, you digest this bit of information and ponder its meaning.

Take the codeword *boulder* and then you may return to **Map D** and choose a new location.

308

Holding out a little food, you whisper encouraging words to the little girl. Slowly, hesitantly, she begins to emerge, poking her head out of the culvert and glancing around uneasily.

Grabbing the food out of your hand, she stuffs it into her mouth ravenously. You offer her a bit more, and some water as well.

"Thank you," she says after a little while. "I'm Silena. I've been hiding beneath the town, in the tunnels. Ever since the orcs..."

"Did they take your parents?" you ask.

She nods. "Some days ago. I've been hiding ever since."

Do you have a message for Silena? If so, go to 369.

Or, you could ask her if she saw anything, like where the hostages were taken. Go to 22.

Otherwise, you could ask Silena how you might help her. Go to 183.

309

You investigate around the outside of the cabin. At the back, you find several anvils, braziers and a large outdoor forge, beside which a huge volume of wood is neatly stacked. It appears there was some sort of blacksmithing operation going on here. You wonder why these men were killed. What could a group of blacksmiths possibly have done to bring such calamity upon themselves?

To investigate the bodies, go to 77.

To go back across the bridge and take the path that leads to the waterfall, go to 432.

Or you could go back to the signpost and read the notices. Go to entry 333.

If you have had enough of this area, return to **Map F** and choose a new location.

310

You are creeping up this passage when a noise makes you freeze in your tracks! The sound of crates being overturned, shouted commands.

The voices you recognise as those of goblins or orcs. And the sound of crates being overturned... looting? Cautiously you proceed.

Further on, the passage turns hard left, and at the end of this section of passage you see that it opens into a chamber.

You proceed ahead. You may choose to make a Stealth roll at this stage, DC 10.

Stealthily you approach the chamber. As you near the entrance, you see a large altar on which stone sarcophagi are arranged. And amongst these caskets, you see several orcs moving about, looting the contents of this tomb!

If you succeeded on the Stealth roll, and wish to retreat from this encounter, go to entry 328.

Otherwise, you proceed forward...

Go to **Orc Crypt Combat Sheet** and do battle with these shameless looters!

311

Make an Animal Handling check, DC 14.

If successful go to 178.

If unsuccessful, go to 397.

312

It takes you some time, but finally you manage to manoeuvre the old tumblers into position, and the door releases. A sigh of air escapes around the edges of the door as the breath of aeons escapes into the world of the living. Opening the door, you see stairs descending into darkness below.

To descend the stairs, go to 382.

Otherwise, return to **Map F** and choose a new location.

313

Make a thieves' tools check, DC 16.

If successful, go to 296

If unsuccessful, you could try the other door by going to 106.

Otherwise, you can leave this tomb by returning to **Map F** and choosing a new location.

314

The burly statue, all clad in plate mail, swings a heavy pike back and forward.

Make a DC 15 Athletics, Acrobatics or Dexterity check. If you fail, take 1d10 piercing damage.

If you are still alive, continue to entry 401.

315

You thought you might have heard something, but it was probably just the wind.

Return to **Location B2** and choose a new option.

316

Delfen leads you both to a quiet corner of the room and begins outlining a plan.

"There is only one option here," Delfen says.

"We must defeat Krond. If we don't kill that maniac, he and his cronies will track us on the plains... they'll hunt us down and slaughter us like dogs. No, what we must do is cut off the head of the snake. If we do, then his cohort will scatter, I'm sure of it."

"How can you be sure?" you ask. "How do you know his henchmen will not just kill us?"

Delfen fixes you with a hard stare. "I've been a captive of this brute for days now. I've seen how he treats his soldiers. He doesn't only treat his captives like scum... those orcs and goblins and gnolls, his lackeys, they live in constant fear of Krond. And once Krond is dead, they will be free.. they will scarper back to their homelands like rats! But we must kill Krond first. That is the only way these people can be freed," he concludes, motioning at the throng of hostages that loiter aimlessly within the barracks.

"I have three able men, commoners," Rylenn interjects. "Can they help? It is their lives at stake, after all."

"Possibly," you say, nodding. "Wait until we are well out of the room. We will lock the door, but leave the key with you. Wait a few minutes, then have them follow. Find your way to the upper level, where we know Krond is." Quietly, you leave this area and make your way through the quiet lower passages.

Turn to entry 91.

317

You give the door a turn and push inwards. The smell of rotting food hits you at once. You have entered the kitchen. A large stove sits at the back of the room, a pot sitting atop it. A foul smell seems to be coming from the pot, which appears full of some nondescript, dark sludgy substance. You don't want to know what it is.

On the right wall, you see a large cupboard, and opening this you are confronted with shelf upon shelf of cooking products. Spices, condiments, sauces, more bottles and jars than you have seen in your entire life.

To spend a few minutes investigating these, go to 200.

To leave this room and check the other doors, go to 297.

318

Your shot misses, but it has definitely alerted whatever is lurking within this kennel.

From out of the kennel emerges the most muscular, hideous-looking hound you have ever laid eyes on, and you quickly surmise that it is not of this world. Wherever it moves it appears wreathed in shadow, and before you can think what to do, it launches itself at you!

Go to **Shadow Mastiff Combat Sheet**.

319

You kneel before the defaced altar. Quietly, you apologise for the defacement and vow to the Smiling Lady to do all you can to restore Daggerford to its former beauty.

Make a further Performance or Religion check, to see if your prayers have pleased goddess Tymora. The DC is 14.

If successful, you may gain an inspiration point.

Once you are done, you may return to **Location A1** and choose a new option.

320

You walk past Delfen's cell quietly, not disturbing the mage. Following the bends of the passageway, you eventually arrive in a north-south passage. Turn to entry 266.

321

You proceed inside this room and look around. The ornate sarcophagi and tapestries around the walls are evidence that this is a crypt for nobles. The wealthy of Daggerford are buried here, although whether they took their riches to the grave is another story.

To search this room, go to 359.

Otherwise, you may return to the earlier junction by going to 202.

322

Delfen Ondabarl is crestfallen that you are unable to free him from his cell, but he refuses to give up hope.

"You can do it," he says, grasping your hand through the bars. "I can tell you've seen some battles in your time. But make no mistake, this next one will be the greatest you have faced so far. Krond Vikkurk is a formidable warrior, and if his mage and his guards are with him... you will need all the gods on your side to prevail.

So... even if you have no faith, go with the gods, traveller!"

If it is any use to you, the wizard offers to cast the spell Mage Armour upon you.

Promising the wizard that you will return, you leave him and set out to explore the other areas of the keep.

Turn to entry 135.

323

Throwing caution to the wind, you begin working the small panel free, excited as to what you might find behind it. But just as it starts to come loose, you hear a crackling, splintering sound... and to your horror, a spectral icy hand appears out of nowhere, grabbing at your arm! Roll a d20+5. If the result is equal to or above your AC, go to 75.

If below, go to 29.

324

You pull down hard on the lever, which seems to be partially rusted in place. It is hard to budge, but persisting, you free it and it slides down. There is a pause, and then a scraping sound as a section of stone slides up to reveal a passage.

You are standing at a point where a west-east passageway turns north. As soon as you step into this passage, the smell of bodies hits you. A mass of people is around here somewhere.

And sounds come from all around - the faint clank of pots and pans, the echo of voices from various locations. Strangely, you find this encouraging: this is the strongest indication you've had so far that you are on the right track!

To the north of the corner where you stand, a long torch-lit passageway ends in a sturdy-looking wooden door. To the east, you see the passage goes for a short while and then turns north.

To take the northern passage, go to 266.

To go east, go to 122.

325

It hits you all of a sudden – obviously not only orcs are involved in this. There could be other goblinoid races too, but perhaps they all know a bit of Common and so can use that as a language to communicate between the different races.

You focus once more on your quest.

Return to **Location A3** and choose a new option.

326

To your amazement, the key that you retrieved from the dead goblin alchemist fits this lock perfectly! You unlock the door and push inwards, revealing a staircase beyond.

To descend this staircase, turn to entry 382.

327

Perhaps this is the best thing you could do in these circumstances. No point in attracting too much attention, after all.

After putting several blocks between you and the patrol, you reassess your position.

Return to **Map D** and choose a new location.

328

Not wanting to be drawn into combat, you turn around and quickly retreat, returning to the surface.

Return to **Map E** and choose a new location.

329

You survey the carnage before you: three dead orc raiders, opportunistic soldiers of Krond Vikkurk who thought they'd indulge in a spot of looting, no doubt having accidentally stumbled across this tomb. Still, you can't blame them for succumbing to the lure of gold. A quick search of their bodies and the crypt reveals a pouch containing 149 gp, 2 Potions of Healing and a Spell Scroll of Fireball (3rd level).

Pleased with these finds, you may either return to the junction you were at earlier and choose the other passage (go to 251) to explore the branching passage, or you may leave the crypt and return to the surface by going back to **Map E** and choosing a new location.

330

Make one surprise ranged attack with advantage, against AC 13. Then, taking note of any damage, progress to **Orc Barricade Combat Sheet**, using the Orc Alleyway Battle Map, and do battle with these brutes!

331

You tell Rodrick you are interested in getting a new weapon forged.

He informs you that they craft most weapons and armours here, and that you are welcome to peruse the range he has available.

Check the weapon and armour lists in the *Player's Handbook*. For each item you are interested in, roll a d20. If you roll 6 or above, that item is available, otherwise it is not. Prices are as listed.

Once you tell Rodrick which item you desire, it is crafted for you, if not already available.

Thanking Rodrick, you consider whether there is any other business you want to transact while at the forge.

Return to entry **F6: Blacksmith Forge** and choose a new option.

332

You quickly run at the rapier-wielding warrior, looking to evade the thin blade as you dodge past him.

Make a DC 18 Athletics, Acrobatics or Dexterity check. If you fail, take 1d8 piercing damage.

If you are still alive, continue to entry 401.

333

You move closer to the signpost and begin perusing the notices tacked there. There are two that catch your eye:

To all travellers - the foul spawn of the dragon Ryvaynir lurks in a cavern in the northern part of the forest. If you value your life, stay away from that area!

Another notice reads:

Misty Forest Blacksmiths, taking care of all your blacksmithing needs. From ornaments to farming implements to domestic tools, we cover it all. We even make quality weapons and armour! Find us just across the bridge at our homestead, and in the northwest of the forest near the iron ore deposits.

This last notice has been covered with graffiti in a strange-looking language.

Do you know Druidic? If you do, go to 215.

If not, you have the following options.

To cross the bridge and investigate the abandoned cabin, go to 1.

To head down the path to the right and check out the waterfall, go to 432.

Or, if you are done with this location, return to **Map F** and choose a new location.



334

Go to **Kenku Warrior Combat Sheet** and make one free attack, then roll initiative and proceed with combat as normal.

335

This elderberry wine is delicious, and as you savour your small glass you feel a pleasant glow spread through your body. Indeed, your limbs seem to be getting lighter, and you feel incredibly sprightly and dextrous.

Elvish Elderberry Wine will grant you a +3 on all initiative checks until you finish your next long rest.

To approach the barkeep in order to ask about the orc invasion, go to 34.

To join the old man who greeted you at his table, go to 406.

Or, if it is time to leave, return to **Map B** and choose a new location.

336

You grasp the dagger firmly and wrench it from its clamp, which comes undone as you do so. Unfortunately, as the clamp opens, the glyph glows a vivid blue, and bolts of arcane lightning arc into your arms, freezing you on the spot as electrifying pain courses through your body!

Avoiding this trap will be next to impossible. Make a DC 20 Dexterity saving throw, taking

4d10 lightning damage if you fail, and half of that if you are successful. If you are still alive, continue reading below.

DAGGER OF DUALITY

Dagger, rare

You can use a bonus action to transform this dagger into any sword type of your choosing, or back again into its true form.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You are very pleased with your find, despite having been sorely tested by the glyph trap! It seems you have thoroughly explored this tomb.

To leave this place, return to **Map F** and choose a new location.

337

Carefully, so as not to make too much noise, you remove the circular drain cover and step down onto the ladder.

The ladder descends a fair way, but eventually you find yourself knee-deep in stagnant water, beneath the streets of Daggerford. This tunnel connects to a sewer, judging by the smell. A cry of "Help!" reverberates through the tunnel. Then you hear splashing sounds, as of someone running through water. But the echoes make it hard to judge where the sound is coming from.

Make a Survival check, DC 15.

If you are successful, go to 258.

If unsuccessful, go to 43.

338

You peruse the rest of this shop, amazed at how it has been left untouched.

You find semi-precious gems to the value of 90 gp.

Once you are done here, you may return to **Map D** and choose a new location.

339

This passage continues for about fifteen feet before another passage branches off to the right. The main passage terminates at the wall, which appears to be the end of the building. To examine this right-branching passage, go to 306.

To return to the foyer area, return to entry 162 and choose an option. If you have already explored the first-floor rooms, then roleplay it as it makes sense.

340

Meowing loudly, the cat comes quickly forward, running towards its master.

"Elminster!" the mage cries. "You're alive!"

Ondabarl looks at you gratefully. You even fancy that you see a tear in his eye. "I cannot thank you enough, my friend. This cat means everything to me."

You tell the mage to think nothing of it.

Return to entry 355, reading from where you left off.

341

You search for some time, and are just about to give up when you find a hidden panel inside one of the sarcophagi.

To pry this open, go to 323.

To check for traps, go to 180.

342

As you climb the ladder, you hear the noise of what sounds like a bar fight coming from the floor above. Something or someone is getting the living daylight beaten out of them up there! Cautiously you progress, but the rungs of the ladder aren't the sturdiest.

Make a Dexterity check, DC 14. If you fail, you slip and the broken rung clatters to the floor, making the following Stealth check impossible. Then, make a Stealth check (if you wish), DC 10. Take note of success or failure and continue reading below.

As you reach the top of the ladder, you see the cause of the disturbance, but it is not immediately apparent what is going on. A large rug is undulating, flapping this way and that, and appears to be engaged in a pitched battle with a floating javelin of some sort, and a wizard's hat! Looking around and quickly taking in the room, you see sparks and lights of all descriptions flying, whirling around the room. Magical chaos has broken out, and the source of it appears to be three crates which have had their lids pried off! The absent wizard, Delfen Ondabarl, is not here to contain it, so it falls to you to contain this arcane ruckus!

Go to the **Wizard's Lab Combat Sheet**. If you succeeded on the Stealth check, then your opponents are all surprised during the first round of combat.

343

(Do you have the codeword *library*? If so, you have been in this room before. Return to entry 176 and choose a new option).

You ease the door open and slink inside. This room appears to be a large library or sitting room of some sort. Two statues sit in either corner of the near wall, where a window looks out over the compound. The walls of the room are lined with many tall bookshelves.

To check out the bookshelves, go to 70.

To inspect the statues, go to entry 386.

To leave this room and choose a different area of the manor to inspect, return to **C3: Ducal Castle** and choose a new entry.

344

A quick scan of this room reveals two beds, with a chest at the foot of each. Glancing inside the chests, you see they contain only clothes and other mundane belongings.

These small rooms are either servants' quarters or guest quarters.

Make a Perception check, DC 16.

If successful, go to 99.

If unsuccessful, go to 269.

345

Searching through these rooms, you find they have been pretty thoroughly rifled. However, in a chest that sits down the end of one bed, you find a beginner's spellbook, as of an apprentice mage. Tucked within its pages you find a sheet of high-quality parchment which appears to be a spell scroll. It has a ribbon around it, and a note in its top corner: "To my favourite student. For when you get into a sticky situation." Sadly, it appears this was not put to use in time!

You may add a spell scroll of Thunderwave (3rd Level) to your inventory.

You continue your search of the first-floor rooms.

Turn to entry 410.

346

You creep silently forward into a large cavern, the floor of which is strewn with loose rock and rubble. And, to your horror, piles of bones. You are just wondering what sort of beast lurks in here when a noise behind you makes you turn, a kind of wet, sticky noise. There, asleep in a recess in the south wall, is a huge worm of some kind, a hideous monstrosity with a massive, translucent body.

To try and creep away without disturbing the thing, make a Stealth check, DC 16.

If successful, go to 398.

If unsuccessful, go to 79.

Or, since it is asleep, you could take the opportunity to get off an attack before you wake it up. That would mean committing to battling the thing though, which doesn't look easy. If you would rather do this, go to **Carriion Cave Combat Sheet** and attack this thing!

347

Finally, the magical chaos subsides! The room falls silent, and you take a moment to survey the devastation around you. If you did not defeat the Rug of Smothering, when the wild magic was cut off, it exploded into hundreds of smouldering pieces, destroying many of the objects in the room. However, one relic may still be intact for you to take.

Roll a d6 on the following table to see what was spared from the blast! If you rolled an item that was destroyed in the battle, simply reroll.

MAGIC ITEMS FROM DELFEN ONDABARL'S LAB

d6	ITEM	REFERENCE
1	Dark Shard Amulet	(XGE p.137)
2	Hat of Wizardry	(XGE p.137)
3	Sentinel Shield	(DMG p.199)
4	Potion of Fire Breath	(DMG p.187)
5	Gloves of Missile Snaring	(DMG p.172)
6	Javelin of Lightning	(DMG p.178)

Tiblek the apprentice is supremely grateful for your help and full of praise for your bravery! "Thank you, thank you my dear friend! You have saved my master's tower from being discovered! My master will be eternally grateful... if he ever returns..."

You reassure Tiblek that everything will work out fine, and are on your way.

Return to **Map D** and choose a new location.

348

Abandoning your attempts to get the door open, you run from the room, just as the ceiling slams down on where you were standing.

Gathering your breath, you watch the doorway you entered the room by, but it is solid stone now. How long will you have to wait before the trap resets itself? There is no way of telling. To return to the first room and try the other door (if you have not already), go to 422. Otherwise, there is nothing else you can do here. Return to **Map F** and choose a new location.

349

The young dragon collapses to the ground, the acid already beginning to consume it from within. You behold the dragon's corpse as you catch your breath, heart pounding... It's not every day that you face such a foe. Then, your eyes turn to the gauntlet.

GAUNTLET OF TUIR STONEBEARD

Wondrous Item, Legendary

This gauntlet was crafted by the inventor of Orcslayer Steel himself, Tuir Stonebeard.

When wearing this gauntlet, your melee attacks against orc and goblin enemies cause an extra d4 points of damage when they hit.

You carefully store the gauntlet in your backpack (or put it on it straight away). You also gain 1d4 x 50 gp gems, as well as 1d20 x 10 gp. Then, leaving Rynyvrax's lair, you plunge back into the thick foliage of Misty Forest.

Return to **Map F** and choose a new location.

350

The young black dragon pauses in its tirade, and appears to even smile slightly.

"Hmm. Perhaps you are not as foolish as you look, humanoid... one who sings such fitting praise is perhaps worthy of being allowed to exist for a few moments more. Please, go on!"

Rynyvrax seems very taken by your flowery words of flattery.

Now is your chance to grab the gauntlet and get out of there!

Make a DC 18 Athletics or Acrobatics check to get to the treasure pile as quickly as possible and out the door. Alternately, if you have some effect or spell that will allow you to accomplish this quickly, then activate that now.

If you succeed, go to 381.

If you fail, go to 279.

351

The "Dragonback Special Brew" is uncommonly tasty, and nourishing! You may add 2 to your hitpoint score. This ale is a particularly nourishing brew with some restorative properties. There is enough left in the bottle for one more swig, which you may add to your backpack. When you choose to consume it, you may add a further 2 hp to your score.

Proceed to entry 146.

352

You fortify yourself against the horrid stench and quickly move away.

Return to **Location A3** and chose a new option, or return to **Map A** and choose a new location.

353

Working quickly, you move stable to stable, first of all filling their feed troughs so the hungry beasts can have something to eat before helping you with your mischievous plan. One that is done, you move from horse to horse, unhitching them from their tethers and opening the gates to each animal's pen. Then, moving outside and checking the coast is clear, you throw open the stable door and get quickly away from this area.

Watching from a little way off, you are delighted to see the horses bolt from their stables and run loose in the compound! It doesn't take long before Krond's men are everywhere trying to contain the beasts! From now on, when rolling the Stealth check at the beginning of each location on Map C, make the Stealth check with advantage due to the diversion you have created here. Also, take an inspiration for your execution of this brilliant plan!

Now return to **Map C** and choose a new location.

354

Your words have struck fear into the heart of the wyrmling, and he cowers at your boasts of dragon-slaying prowess, retreating to the far corner of the cave.

Without no further ado, your stride quickly over to the treasure pile, grab up the gauntlet and leave the cave as quickly as you can - before Rynyvrax regains his courage! You also take 1d4 50 gp gems and 1d20 x 10 gp.

Astounded at your good luck, you take a moment to examine the gauntlet as you move quickly away from the cave entrance.

GAUNTLET OF TUIR STONEBEARD

Wondrous Item, Legendary

This gauntlet was crafted by the inventor of Orcslayer Steel himself, Tuir Stonebeard.

When wearing this gauntlet, your melee attacks against orc and goblin enemies cause an extra d4 points of damage when they hit.

Carefully storing the gauntlet (or just donning it straight away) you put your head down and enter the thick foliage once more.

Return to **Map F** and choose a new location.

355

Screwface lies dead at your feet.

"Finally," Delfen says. "That wretch has made my life a misery ever since we were taken from Daggerford!"

If you have not already freed Delfen, he directs you to get the key from Screwface's robes.

Quickly, you unlock his cell and let him out.

Do you have the codeword *familiar*? if so, go immediately to entry 340, returning here afterwards.

Delfen thanks you for finding him, and coming to the rescue of the people of Daggerford, who he says are imprisoned within an old barracks on this dungeon level, very close to here.

"Well, let's get them out now!" you say. "We'll get them out of here, I think I know a way." Delfen shakes his head vigorously. "No, there is no point! We must defeat Krond. If we don't kill that maniac, he will track us on the plains... He'll hunt us down with his band of marauders and slaughter us like dogs. No, what we must do is cut off the head of the snake. If we do, then his cohort will scatter, I'm sure of it."

"How can you be sure?" you ask. "How do you know his henchmen will not just kill us, even after Krond is dead?"

Delfen fixes you with a hard stare. "I've been a captive of this brute for days now. I've seen how he treats his soldiers. He doesn't just treat his captives like scum... those orcs and goblins and gnolls, they live in constant fear of Krond. Once Krond is dead, they will be free.. they will scarper back to their homelands like rats! We must kill Krond first. That solves everything." "But..." he adds. "Perhaps some of the hostages can help... there may be some who can fight." You like the sound of that.

The wizard's logic is impossible to refute.

Delfen tells you that he thinks Krond is lurking in one of the rooms in the upper level of the keep, above this one. Quietly, you leave this area and make your way through the quiet

lower passages.

Turn to entry 135.

356

Fortunately, you find it in time, a tiny lever located cleverly amongst the bas relief carvings, concealed as a goblin's spear. You activate it and the secret door swings inwards, revealing a passage beyond. Quickly you move through the opening, just as the spiked ceiling comes down on where you were standing!

Now proceed to entry 304.

357

You move through the alleyway, looking under old sacks and crates, seeing what you can find.

As you are searching, you hear a tentative *meow* and turn to see a ginger tomcat emerge from behind some barrels. It approaches you cautiously. You notice a collar and name tag around its neck.

To try and coax the animal to come nearer, go to entry 311.

If you would rather leave the cat and continue your search, go to 220.

To approach the guard tower to the north, go to entry 174.

358

Rifling the pockets of these poor victims, you find a small silver-backed hand mirror, probably worth about 25 gp, an ornate gold and amethyst necklace, worth about 100 gp, and in the female elf's pocket a strange note.

Dearest Rodrick - I live only for the day when we can be together once more. I know my parents don't approve, but one day they will see you for the man you are, and grow to love you as I do. Well... not exactly as I do, but you get what I mean! I can't wait to see what you have crafted for me!

Love

Millareth

Perhaps you feel a pang of sadness on reading this. Rodrick will never get to see his sweetheart now, thanks to the murderous Krond Vikkurk and his merciless brood. There is nothing else to see here. You leave this room and continue searching the house. Return to entry 162 and choose a new option.

359

Make an Investigation roll, DC 17.

If successful go to 341.

If unsuccessful, go to 126.

360

A quick search of this guardhouse reveals not much at all. There are no sentries stationed here, and very little in the way of equipment: some shortwords, shortbows, and a couple of greataxes (you may take a weapon if you wish). There is a store of rations (you may restock up to 10 rations) and other mundane items. You do find a healing kit, which could prove useful. It seems that Black Helm Keep strips back its defences at night. Perhaps they've gotten complacent over time.

Choose any of these options which you have not already explored.

To inspect the well, go to 45.

To check out the front door of the keep, go to 154.

361

You make what you think is a decent visual search but cannot find anything that looks like a trap.

To ascend the stairs, go to 431.

Or to check out the well, go to entry 45.

362

Do you speak Draconic?

If so, go to 113.

If not, go to 254.

363

Lifting and placing your feet amongst the dense tangle of weeds, you are so concentrated on your task that you almost stumble straight into it: a pit of quicksand, which opens up before you so suddenly that you struggle to keep your balance.

Breathing a sigh of relief, you carefully make your way around the quicksand pit and continue towards the monument at the centre of the clearing.

Proceed to entry 39.

364

You investigate around the door but find nothing resembling a trap.

Trying the door, you discover it to be locked. If you have thieves' tools, you could attempt to pick the lock. The DC is 16.

If successful, go to 179.

If unsuccessful, go to 227.

365

From within the shadows you see movement... something is quickly advancing on you, trying to catch you off guard! Then you see them, the shapes of two orcs. You arm yourself and prepare to fight! Go to **Orc Barricade Combat Sheet**, using the Orc Barricade Battle Map.

366

"Don't know nothing, friend," the orc replies curtly. "I just pour the drinks 'round here." You can see there is no reasoning with this grumpy barkeep.

You may return to **Location E4** and choose a new option (one you haven't already chosen).

367

The old wizard brightens at this proposal.

"Interesting you should say that, young'un! I came into possession of a strange cauldron some time ago... Just wait here a minute..."

Vraxofaris disappears into an adjoining room, reappearing a few moments later carrying a cauldron that looks far too large for him.

Quickly you go to his aid, grabbing the other side of the large vessel.

"Wha... ah, thank you! Yes, I'm stronger than I look but I've got my limits. We'll take it to the fire."

The two of you get the cauldron into the fireplace, suspended from a cooking rack. Once it is over the fire, the wizard goes to work, pouring in water and mixing herbs, powders, strange items... a curious and not entirely unpleasant aroma begins to fill the room.

"It's ready," Vraxofaris announces. "Close the curtains if you will."

You follow the wizard's orders and the curtains are closed, plunging the room into near darkness. Only a candle illuminates the cosy interior of the wizard's study.

"Come, come," Vraxofaris tells you, waving you over with his hand. You join him next to the cauldron, peering down into its swirling depths.

Nothing happens at first... then, you start to see little wisps of light, like steam... they take on different colours, blues, greens, reds, yellows, and these swirling tendrils slowly start to form into visions...

You see... a horde of people, three hundred at least, trudging across a wasteland... a wasteland scattered with boulders.

You see a wizened goblin mage with an impossibly ugly face, skulking at the side of a huge burly orc, who carries himself like a chief.

"Kron'd himself," Vraxofaris whispers.
And then you see the deserted streets of
Daggerford, and the aftermath of the invasion
that saw hundreds either dead or kidnapped in
Kron'd's wake.

A vision inside a small castle, within
Daggerford - the ducal castle - where a handful
of young nobles are hiding out within a small
house, terrified for their lives, their fine clothes
in tatters.

Then, within a forest, a cave.... a young dragon,
suspiciously guarding its little hoard of coins,
gems and other treasures... and atop it this pile,
a gauntlet, glowing with a golden radiance...
"Strange visions indeed, young'un," says
Vraxofaris as the tendrils of smoke dissipate.
"But what do they mean?"

You fall into a thoughtful silence, considering
and trying to make sense of the meaning of
these omens.

The cauldron might have shown you one or
two other portents. Roll 2d20 and record the
numbers rolled. You can replace any attack roll,
saving throw or ability check made by you or a
creature that you can see with one of these
foretelling rolls. You must choose to do so
before the roll, and you can replace a roll in this
way only once per turn. Each foretelling roll
can be used only once.

Is there anything else you wish to ask
Vraxofaris? Return to entry 281 and consider
what else the mage might do for you.

368

You crouch down low, so your face is right
above the trapdoor. "Is anyone in there?" you
say. "It's safe to come out. I won't harm you!"
There is a long pause, and then you hear an
urgent whisper. "Who are you?" it says. "How
do we know this is not some ruse?"

You consider this. "You don't," you reply. "I
guess you'll just have to trust me!"

Make a Persuasion roll, DC 14.

If successful, go to 418.

If unsuccessful, go to 415.

369

You give Silena the little piece of parchment
you found in the boarding house room.
"It's from my mother!" she cries, her eyes
welling up with tears. Reading the address and
the direction to go to her Aunt's, Silena takes
on an expression of renewed hope.
"Thank you," she says to you quietly. "I know
what I have to do now."

And then Silena departs, disappearing back into
the tunnel.

Take one inspiration for helping this little girl
escape the dangers of Daggerford.

There is nothing else to find in this alleyway.

Return to **Location A2** and choose a new
option.

370

Make an Investigation check, DC 14.

If successful, go to 13.

If unsuccessful, go to 32.

371

Did the skeleton end up killing the female?

If so, go to 457.

If not, go to 447.

372

The orc and his two goblin minions lie dead!

Quickly you go through their pockets,
searching for anything of value. But there is
little there, apart from a small pouch carried by
one that carries dried maggots, presumably as
some kind of snack!

The orc, however, carries a few interesting
items. There is a smoking pipe which looks
dwarvish in origin, and, you estimate, probably
worth about 50 gp.

There is also a note, written in Orc.

If you can know Orc, go to 268.

Otherwise, there is nothing else to see here.

Return to **Map G** and choose a new location, or
return to the **Campaign Map** and choose a new
destination.

373

Watching from your hiding place, you can't
help but think that this burly orc seems a bit
savvier than his fellow soldiers. Indeed, he
seems like he might be of slightly higher rank,
one of Kron'd Vikkurk's sergeants or captains
perhaps. Shaking his head and grimacing
doubtfully, he walks up to the dragon,
fearlessly. Summoning all your powers of
concentration, you cause the illusory dragon to
expel its mightiest roar yet, but the orc
continues unperturbed, extending a hand
towards it, which goes straight through.
"An illusion!" he yells triumphantly, turning
back towards the barracks. "It's just an
illusion!"

One by one, orcs and goblins emerge
reluctantly from the barracks, eyeing the
dragon fearfully.

You keep the illusion going a little bit longer, but you are already on your way out of there when you hear someone musing, "Well.. where's the mage who cast it?"

Return to **Map C** and choose a new location.

374

You ease the door open, and to your relief it doesn't creak. Inside, you see a relatively clean foyer with a wooden floor. There are three doors leading off this: one to the left and one to the right, and one to the north. There is also a passage and a stairway both leading off to the north.

To open the right door, go to 224.

To open the left door, go to 300.

To open the north door, go to 395.

To take the stairs, go to 383.

To enter the passage, go to 303.

375

Looking down, you catch sight of a drainage culvert, and deep within it something catches the light.

There is a child hiding down there! A small, frightened elvish girl hides within the drain, peering up at you with large, panicked eyes.

To beckon to her to come out, go to 38.

To leave her alone, go to 218.

376

Leaving the bottom of the well pit behind, you forge south, quietly creeping along the cobbled passageway.

It soon turns west, and you immediately catch a whiff of something - the smell of food cooking! And is that the echo of voices you can hear?

You reach a well-lit area, a long corridor with torches along each wall. And then you freeze: a robed, diminutive figure stands at the end of the passage, with their back to you. Quickly you duck inside a recess where a torch burns.

His voice comes to you.

"Doing well, mage? I trust that Master's lackeys are keeping you well fed. What, roast rat not to your taste? What a fussy old wretch you are! Where I'm from, that's a delicacy!"

Then another voice echoes down the hall, an angry voice, from someone you cannot see. "To the Nine Hells with you, miserable bastard! Let me out of this cell!"

The small figure cackles evilly. "I'm afraid I can't do that, Ondabarl. Master has need of you."

"What need? What can the bastard possibly want of me?"

"Come now, don't be so modest! The famous Delfen Ondabarl? A ransom for you alone would fetch a high price, aside from all the others. Surely you can see that!"

"Curse you and your brood, charlatan. I shall speak no more!"

Still hidden within your recess, you consider your next move.

To attack the small figure who has his back to you, go to entry 175.

To stay hidden for now, go to 388.

377

You make your way along a passage which seems to slope down into the earth. This was obviously a man-made dungeon at some point, but aeons-long erosion, mould and fungi have begun to reclaim this place.

Eventually, after travelling south for some time, you arrive at a junction. Turn to entry 203.

378

You make your way deeper into the earth below Delimbiyran... there is a musty, mouldy smell down here, and you notice rivulets of water running down the walls in places. Suddenly, the passage rounds a corner and you find yourself staring into the midst of a large cavern. The mouldy smell is strong now, mixed with the aroma of decay and death. There is a strange light in this cavern, a phosphorescence, and you notice moss and fungi growing near the base of the walls.

"Help... help us!" you hear a feeble voice groan.

Walking a little way into the room, you see corpses slumped against the wall, two of them. You also see that there are caves set into the wall, recesses. Within these, people cower... what looks like several humans and a couple of half-elves. One even appears to be wearing the unmistakable garb of a travelling bard.

"Please, won't you help us?" the voice says again. Turning, you trace its source to a woman lying near the wall. She appears to be a noblewoman, or perhaps once was. Her fine clothes are torn and soiled, and she is bleeding from a gash in her head. She holds her leg as if it is badly hurt.

What will you do?

To ask the woman what happened, go to 23.

To help her to her feet, go to 184.

To approach those cowering in the recesses, turn to 163.

379

It appears a captain is ordering some inferior soldiers round.

“Get that rubble cleaned up, maggots! The boss said he might use this as a hiding place, so we want it ship-shape in case he turns up, otherwise heads will roll!”

To continue your ascent to the top floor, go to 81.

Otherwise, it is not too late to stealth your way out of here. Return to **Map G** and choose a new location, or return to the **Campaign Map** and choose a new destination.

380

Something catches your eye, a movement in your peripheral vision. Quickly you look up, just in time to see a goblin loose an arrow at you from the building above! Then, from a nearby alleyway two more of the scoundrels appear!

Go to **Goblin Cart Trap Combat Sheet** and do battle with these would-be assassins!

381

Without giving any warning, you bolt towards the side of the room where the treasure pile lies, grab the gauntlet and make for the door. Your combination of quick wits and speed has gained you an item previously thought lost to history! Rynvyrax roars in frustration as you bolt out the entrance, but to your surprise does not follow, perhaps afraid of leaving his small treasure hoard.

When you are sufficiently away from the entrance, you take a moment to examine the item.

GAUNTLET OF TUIR STONEBEARD

Wondrous Item, Legendary

This gauntlet was crafted by the inventor of Orcslayer Steel himself, Tuir Stonebeard.

When wearing this gauntlet, your melee attacks against orc and goblin enemies cause an extra d4 points of damage when they hit.

Carefully storing the gauntlet (or just donning it straight away) you put your head down and enter the thick foliage once more.

Return to **Map F** and choose a new location.

382

Padding down the stairs, you notice old torch sconces hanging out from the walls, ancient and rusted. The steps themselves show no signs of wear, as if not a single soul had

descended them in all the centuries this tomb has stood here.

You reach the bottom of the stairs and peer ahead into the gloom. A faint musty smell reaches your nostrils, but apart from that you hear nothing, see nothing, except a passage leading ahead into the darkness.

After a short distance the tiled corridor bends sharply right and extends before you once more. You creep forward, senses primed.

Make a Perception check, DC 15.

If successful, go to 305.

If unsuccessful, go to 273.

383

You begin making your way up the stairs. Every so often, one of them creaks slightly underfoot.

You shift your weight expertly and keep the creaking to a minimum, slowly making your way up to the next floor.

There is a single bedroom on the top floor, and not much to be found there apart from the corpse of a middle-aged human female. She has been stripped of valuables. Her throat is cut.

You feel your blood begin to boil. This woman was obviously not capable of defending herself against a horde of bloodthirsty orcs and goblins, but she was slain nonetheless. Perhaps she put up a bit of a fight? Looking at her arms you see cut marks, and then something catches your eye: a tuft of coarse black hair, gripped in her hand. You pull out a couple of strands and sniff them. There is a rank odour to them, and you surmise that these could very well be hairs from a goblin's head, or an orc's head for that matter. So, she put up a good fight anyway! She was still slaughtered for her efforts though.

Your rage burns afresh. Slowly you retreat to the ground floor.

Return to entry 374 and choose a new option.

384

Make a Perception check, DC 13.

If successful, go to 419.

If unsuccessful, go to 361.

385

You begin picking your way through the weeds and vines, heading towards the statue.

Make a Perception check, DC 12.

If successful, go to 363.

If unsuccessful, go to 283.

386

These statues appear to be of female and male nobles. Inspecting the inscription at the base of each statue, you see that these are likenesses of the original Duke of Daggerford and his wife.

Make a Perception check, DC 14.

If successful, go to 439.

If unsuccessful, go to 226.

387

You stay hidden, crouched low behind the crates from which a rotten smell is emanating. You cover your mouth and watch quietly as the orcs stalk past your location, oblivious to your presence. But they are sure to see you when they walk back.

It is time for you to exact your revenge on these invaders! Go to **Orc Barricade Combat Sheet**, using the Orc Alleyway Battle Map. The orcs are surprised in the first round of combat.

388

Quickly you hide, pressing your body back into one of the many recesses that line the walls of these corridors. There is a suit of ceremonial armour in here too, and you carefully move behind it so that you are completely hidden from view.

"You think yourself wise, mage," the goblin goes on, "but you're still stuck in here, aren't you! And here you shall stay until Master has need of you. You should reconsider this foul demeanour of yours. You'll find that Master can be very... forgiving. At times."

And then, the goblin leaves, cackling evilly as he moves awkwardly off, hunched over.

Now that the goblin has departed, what will you do?

To go and inspect the cell, go to 95.

To leave the mage where he is without informing him of your presence, and continue down the corridor, go to 320.

389

Suddenly the dragon turns its head towards you, alerted to your presence.

"You dare to enter my lair, uninvited! You do not know who you trifle with, feeble fool!

Prepare to die!"

It seems you are about to do battle with a very dangerous foe!

Go to **Rynyvrax Combat Sheet**.

390

You duck quickly through the open entrance, your heart racing. For some reason, you have the premonition you are about to be discovered. Far-off voices echo through these passageways, and the hubbub of a mass of humanity is audible in the background, somewhere near, you suspect behind that door to the north.

You do a quick examination of the room.

Multiple weapon racks are around the room, as well as simple chests, mostly containing shortswords and shortbows - enough to arm a garrison, by the looks of things. Several more impressive weapons are mounted on the walls. A quick look inside one the many barrels stored here shows that most of them contain oil - for pouring from battlements? Most of the supplies in here seem to have a martial purpose of some sort.

To search more thoroughly, make an Investigation check, DC 17.

If successful, go to 241.

If unsuccessful, go to 411.

To inspect the mounted weapons more closely, go to 435.

To leave this room, go to 219.

391

(If you have been in this cavern before, progress to the option that makes the most sense below).

The walls of this cavern are covered with some sort of luminescent moss, which casts a greenish-blue light throughout the space.

Around the edge of the small pool you have arrived in, you see small burrows in the wall.

Emerging from the pool, you fancy you can hear noises coming from within, fearful gasps, chattering, nervous laughter. The sounds are very high-pitched, as if made by small creatures! What is this bizarre place you have discovered?

Will you...

Try and call out to the little creatures? Go to 58.

Leave this room by the exit in the western wall? Go to 133.

392

You rack your brains, but unfortunately, find that you have no knowledge of this monument or its history. Puzzling over this, you behold the statue for a while longer before finally deciding to leave.

Return to **Map F** and choose a new location to visit.

393

You succeed in shifting the heaviest crates, and there are a few of them. Soon, the door is free of crates.

To open the door and move inside, go to 35.

Or, to knock and then run to a hiding place, go to 102.

394

"Here to help?!" the old man splutters. "You're a spy of those wretched goblins, you won't fool me, vagabond! Now get you gone!"

You can't help but feel pity for this poor old fellow, obviously driven mad by the ordeal he has been through. But it seems he does not want a bar of you any more.

If you know the spell *Charm Person* or have some other ability that will allow you to win this man over, then you can use that by going to 92. If the old man needs to make a saving throw, then treat him using the Commoner stat block (unmodified Saving throws).

Otherwise, you can ignore him and explore upstairs by going to 69.

You could go and have a look at the skull over the fireplace by visiting entry 228.

If you wish to leave Dragonback Inn, return to **Map E** and choose a new location.

395

You quietly open the north door and enter.

Inside are a desk and a chair. On the desk are a quill and some blank parchment.

Then from the room to the east, you hear a noise! A woman's sob, followed by a guttural growl, and a barked command in what can only be the Goblin tongue.

Armed with this knowledge, you proceed stealthily back out into the foyer and look towards the right-hand door. If some of Krond's goblins lurk in there, this is a perfect opportunity to make a surprise attack. If you would like to do this, go to 224.

If you would rather burst in the other door, on the left of the foyer, go to 300.

To take the stairs to the first floor (although this may betray your position) go to entry 383.

To enter the passage leading off to the north, go to 303.

396

After giving the room a cursory check, the gnolls depart and you breathe a sigh of relief. Suddenly a hand grabs your arm, gently from behind. You turn quickly, ready to attack, only to be greeted by a friendly-looking face.

"Here to rescue us?" the halfling asks. He is slender and dressed in the garb of a merchant.

"Took you long enough!"

The halfling introduces himself as Rylenn, an artisan of Daggerford. He seems like the most well-groomed and competent person amongst this defeated lot, so you latch onto him, surmising that he will make a valuable contact. If Delfen Ondabarl is with you, go to 316.

Otherwise, turn to entry 272.

397

The cat is unimpressed with you and quickly scampers off.

Go to 220.

398

Turning towards the exit in the far wall you place each foot on the ground, careful not to disturb any piles of rock, or do anything that might wake up the hideous creature asleep to the south. Bit by bit, you edge ever closer to the exit, stepping over bone and rock, until you finally reach the passage to the north and are home free! You waste no time putting some distance between yourself and that cavern.

Turn to entry 156.

399

Go to **Goblin Boss and Dire Wolf Combat Sheet**. Your enemies are surprised in the first round of combat.

400

There is a loud bang from behind you! Turning, you see an ugly little goblin hefting a bottle with a rag trailing out of the top. He is holding a torch to the rag and cursing that he missed you with his first attack!

Goblin Alchemist Combat Sheet and do battle with this pesky pyromaniac!

401

Catching your breath, you watch as the warriors complete their journey to the innermost statue, that of Sir Sheldon Nordegast. To your amazement, they all give a brief bow to the general, then begin sliding back to their original positions on the same tracks!

Before the trap can reset, you quickly survey your options.

There are two doors in the northeast and northwest corners of this octagonal chamber.

To take the northeast door, go to 106.

To take the northwest door, go to 274.

402

You take a deep breath and dive, swimming towards the bottom of the pool. As you descend through the clear, emerald green water, you feel a current pulling you towards a certain part of the pool, and you see that an underwater opening tunnels into the rock, possibly connecting to another cavern. However, there is no way of really knowing this... it could also lead you to your death.

To follow the current and swim on, go to 147.
To swim back up to the surface and climb out of this chamber, go to 76.

403

You grasp the battleaxe firmly and wrench it from its clamp, which comes undone as you do so. Unfortunately, as the clamp opens, the glyph glows a vivid blue, and bolts of arcane lightning arc into your arms, freezing you on the spot as electrifying pain courses through your body!

Avoiding this trap will be next to impossible. Make a DC 20 Dexterity saving throw, taking 4d10 lightning damage if you fail, and half of that if you are successful. If you are still alive, continue reading below.

SAVAGE AXE

Battleaxe, rare (requires attunement by anyone proficient with battleaxes)

This weapon's wooden handle is decorated with feathers, animal skulls and primitive runes. Atop its haft is a carved totem of a howling dire wolf.

When you hit with this weapon you deal an extra 1d4 slashing damage.

Battle Cry: Once per day, you may use your action and cause the totem of this axe to utter an ear-piercing war cry that sends chills down your enemies' spines, and encourages your allies. Each creature of your choice within 30 feet of you gains advantage on attack rolls until the start of your next turn. When you use this property, you may make a single weapon attack as a bonus action.

You are pleased with your find, despite having been sorely tested by the glyph trap!

It seems you have thoroughly explored this tomb.

To leave this place, return to **Map F** and choose a new location.

404

"I'd be happy to take you as a companion, Ricklan," you inform the halfling. "Well met!" "Excellent!" Ricklan exclaims, and immediately jumps to his feet, gathering up his backpack. He turns back and regards the two humans who stay seated. "Good riddance to you two cowards!"

"Just you watch yourself, little rascal!" the human who first spoke says. "That attitude will get you nowhere."

The halfling ignores this and joins you in the street. "Lead on, brave companion!" he says.

You can see Ricklan's sidekick stat block [here](#), after which you will want to return to Map D and choose a new location. You might find it useful to copy his stat block out for easy reference. Also, check the section on sidekicks in the introduction.

You can return to **Map D** now and choose a new location.

405

"The forces that invaded this town, eh? I suppose you think I know something about it 'cos I'm an orc, eh? Well, I'll tell you now, only the thug behind it is an orc, and we're not all criminals and murderers. Some of us are just peaceful folk wanting to live our lives. That Vikkurk, he takes all comers. Gnolls, goblins, hobgoblins. There are even humans among his ranks, I've heard tell. Some of my friends are among the hostages too."

The barkeep goes quiet for a moment as he pours a drink, glancing at you as he does so. You hope your expression shows that you bear no such prejudices.

"As to where they are," the barkeep goes on in a gentler tone, "Well, that's the question, isn't it? Perhaps if you can kill a few of the scoundrels patrolling the town, you might dig up a few clues. There'll be no point in interrogating them, though... they won't tell you anything. Krond's got a bit of a reputation as to how he... deals with traitors."

You thank the barkeep for the information he has to offer and consider your next move in your search for Krond Vikkurk.

To select a drink from an unusual-looking shelf of bottles, go to entry 48.

Return to **Map B** and choose a new location.

406

The old man smiles as he sees you coming over to talk to him. "So, come to rescue us all have you? Well, good for you. There's plenty of your type competing for that reward, but you look to be pretty capable."

You ask the old man why he was not amongst the kidnapped townsfolk. He shrugs. "Too old, I suppose," he answers, taking a long sip of ale. "I'm slow. I suppose they thought I don't pose much threat, so, too old to bother with. But... I'm not entirely useless."

"What do you mean by that?" you ask him. "I've got a little snippet of information that I've been saving for one such as you," he says. "Something that might help you..." he lowers his voice and leans in close, "...against orcs!" "I'm all ears," you say.

The old man looks around, then takes another long draught of ale and meets your gaze squarely. "In the Misty Forest, some say that a young dragon holds a mighty relic amongst its hoard, thought to be lost for generations. The Gauntlet of Tuir Stonebeard. Heard that name before? The inventor of Orcslayer Steel!" Your ears perk up at this. "It's said that this relic grants the wearer special prowess when fighting against orcs!" He glances furtively around once more. "So, if you were thinking of facing off against Krond Vikkurk at any stage... might be worth a look, eh?"

You wonder if the ale has gone to this old man's head, or if he just likes telling tall stories, but something about this rings true. It sounds almost too fantastical to be made up. You file this piece of information away, thank the old man, and are on your way once more.

To approach the orc barkeep, go to 34.

To try one of the interesting-looking bottles off the shelf, go to 48.

407

You feel something hit you in the side of your head, and then hear a clatter. Looking down, you see an empty tankard on the floor. (Deduct 1 bludgeoning damage). Looking around, you quickly spot him: an old man, crouched behind a barrel in a far corner of the bar, weighing up another empty tankard in his throwing hand. "Wait!" you yell. "I'm here to help!"

This gives the old man pause. He lowers his hand and regards you carefully. "Here to help eh? That's what those blimmin' orcs and goblins said when they invaded here! Who's to say you're not some spy in their employ? I

know that Krond has all sorts working for him!"

Make a Persuasion check, DC 12.

If successful, go to 92.

If unsuccessful, go to 394.

408

You make your way around the temple, looking under the various overturned items of furniture and other detritus.

Make an Investigation check, DC 15.

If successful, turn to 151.

If unsuccessful, you find nothing. Return to **Location A1** and choose a new option.

409

Despite a pretty thorough search, you find nothing of interest. To leave the boarding house, return to **Location A2** and choose a new option, or return to **Map A** and choose a new location.

410

You have checked every room on this floor and not found much apart from empty beds, overturned furniture and the signs of widespread looting. Finally, you approach the end door of this first-floor landing and quietly ease it open.

This room is the most thoroughly looted of all, and there is something else here as well - the smell of death.

It doesn't take you long to find it - the body of a noble, dressed in opulent clothes, and in an advanced stage of decomposition. Judging by the insignia on his jacket, this is none other than Duke Pwyll of Daggerford himself! Fighting back the urge to gag, you quickly search the Duke's clothing, looking for any clues that he might have on his person. Your hope is fading as you turn out the pockets of his trousers, blazer and everywhere else.

Then, finally, turning out the collar of the Duke's blazer, you find it. It seems the old boy had the foresight to hide the note somewhere that Krond Vikkurk and his cronies wouldn't find it! Perhaps he wanted to get certain intelligence to get to those who found his body. You peruse the note, written in a flowing, beautiful script, and begin to read. The note is written in Common.

The murderous villain came for us in broad daylight... I can still hear the screams of the townsfolk. I dispatched what men are left but their forces are too great for our little town militia. They

caught us sorely off-guard, in the middle of the solstice celebration, and any warriors who may have resisted were quickly mown down either by archers, who quickly overtook the battlements, or one of the many bands of roving assassins, who prowled the streets until the town was theirs.

Now I sit here, trapped in my own room, not knowing my fate. The villain lurks next door, but I have overheard conversations recently that he is thinking of moving a large group of townsfolk, as hostages, to a location somewhere nearby. Wherever it is, it can't be too far, surely. Does this Krond have the resources to transport the townsfolk any distance? But... wait... I think they-

The writing stops there. You survey the corpse once more and find a neat slit across the neck of the corpse. It appears the Duke's end came mercifully quick.

Still, this is vital intelligence. The hostages *were* moved elsewhere, according to the Duke's hunch. It is a miracle that the note wasn't found.

What to do now? The upper floor is completely investigated. You return downstairs, as quietly as you descended.

Return to **C3: Ducal Castle** and choose a new entry for a room you have not yet explored. Otherwise, you leave the manor castle. Return to **Map C** and choose a new location.

411

Despite a good search, you do not uncover anything of interest or use.

The urgency returns, the anxiety that you will be discovered down here at any moment.

To inspect the mounted weapons more closely, go to 435.

To leave this room, go to 219.

412

You find a little pouch with 50 gp and a small piece of parchment, a note. It reads: "Silena, go to your Aunt's in Waterdeep. Her address is number 78 on the Street of Lamps. She will look after you."

There is nothing else of any significance to be found in this room.

To search the room at the far end of the corridor, go to 127.

To leave the boarding house, return to **Location A2** and choose a new option.

413

You emerge on the other side of the wall by a long, low building. To the north, inside another fortified wall, is a huge building, a large manor house with turrets, something between a house and a castle.

The drums that you have been hearing all day are now louder than ever, pounding out a persistent tattoo that gets inside your head. Relentless. Maddening even. The ever-present drums are no doubt intended to keep the remaining residents, those not taken by the invading forces, cowed and frightened. The sound travels everywhere within the town. But wherever these drums are, and the infernal orcs who pound away at them, they are not currently in your view.

What will you do?

Consult **Map C** and choose a location.

414

You uncork one of the bottles of ale (or mead, if you prefer) and raise a glass to the huge dragon's skull that sits over the fireplace.

"To the legend of Wyrmbiter!" you say.

Take the codeword *wyrmbiter*.

Did you toast with ale? If so, go to 351.

Then, proceed to 146.

415

There is a long pause, and then the woman's voice speaks again.

"I'm sorry, stranger. We cannot chance it. We are fine down here, but we ask you to please move along. You are drawing too much attention!"

There is no point in arguing with this woman. She doesn't seem distressed, and there are other people you could probably be helping, villains you could be slaying. You decide to move on.

Return to **Map B** and choose a new location.

416

You follow the man, who introduces himself as Tiblek, faithful apprentice to Delfen Ondabarl. Moving stealthily through the streets, you finally arrive at a multi-storey building near the outer Daggerford wall.

"This is it," he says. "The chaos is inside, on the second floor. If you can get in there and calm things down... somehow... then you may keep whatever magic items you find..."

You nod, taking a deep breath. Tiblek is right - even from here, you can hear the noise within the tower. It is only a matter of time before it attracts the wrong kind of attention. And the

last thing you want is Krond's forces getting their hands on any magic items. That would make them even more powerful than they already are.

Steeling your resolve, you enter the building and make your way down a darkened corridor. Investigating the bottom floor, you see that there are two ways up to the second floor. You could take a spiral staircase which seems to emerge in the central part of the floor above. Or, the other option is to ascend via a rickety-looking old ladder that ascends to a hatch near the back of the building.

To take the stairs, go to 66.

To try your luck climbing the ladder, go to 342.

417

"Magic trinkets, eh?" Vraxofaris mumbles as he gets up from his seat and toddles off into an adjoining room. "Yes, yes, follow me, young friend. There may be something in here you might find useful."

The wizard has the current uncommon magic items available for trade with any other magic items. (Note: we cannot reprint text from the *Dungeon Master's Guide* here. Most of these items are described in the free basic rules (SRD) document available from the Wizards of the Coast website, but one or two will require access to the *Dungeon Master's Guide* in order to find out what they do).

- +1 *Shortsword*
- +1 *Longsword*
- +1 *Light Crossbow*
- *Wand of the War Mage* +1
- *Bracers of Archery*
- *Potion of Resistance* (roll d10 for damage type, prior to trade)
- *Gloves of Thievery*
- *Hat of Disguise*
- *Circlet of Blasting*
- *Stone of Good Luck* (*Luckstone*)
- *Elemental Gem*

Make any trades as you wish, then go to entry 429.

If you have nothing to trade for these items, go to 270.

418

You hear a bolt sliding out of a latch, and moments later the trapdoor lifts. A female halfling peers out, and behind her three children, two boys and a young girl. She looks you up and down and seems pleased by what she sees.

"Come in, quickly!" she says, beckoning you within. You quickly comply, and soon you are below ground in a cosy cellar. The halfling lady slides the trapdoor bolt back into place.

"So, who are you, friend? What brings you to our little house?"

"Little?" you say, looking around. "I'd hardly call it little. It appears you do very well for yourselves!"

She nods. "My husband was captured and taken by the hobgoblins," she says.

"You mean orcs?" you ask.

"No, definitely hobgoblins. I know the difference. There were all sorts of goblins about that day. They took nearly everyone. My husband hid us in here then went to help some others. But when we came out, he was gone." She proffers a chunky little hand. "I'm Selma," she says.

You introduce yourself and explain to Selma your mission, that you are hunting for her husband and everyone else who has been captured, aiming to free them. You add that it's probably safe enough to escape Daggerford now, even by cover of night.

She shakes her head. "Hear that?" she asks, pointing upward.

"Of course," you reply. Even in this basement you hear the dull sound of the ever-present drums, pounding on relentlessly.

Selma fixes you with a steely gaze. "I won't risk my children's lives by attempting to escape. Besides, we're fine here."

You look around and see that this bunker is indeed well-appointed. There are beds, an area for washing, a large supply of sacks of food and barrels of water, and even bookshelves and dressers.

"We halflings are fine with living underground. No, we will wait this out. But... perhaps I can share something with you that might help you." She stands and goes to a side cabinet, then returns with a small leather-bound box. Coming close, she opens it, and within you see a small bottle. "My father was an adventurer, like you," Selma says. "He spent time amongst the cloud giants, and they gifted him potions of strength. This is the last of them. This will grant you the strength of a cloud giant!"

Reverently, Selma takes the ornate bottle from the box and places it into your hands while her children watch agape, having stopped their play to witness this exchange. Selma looks into your eyes. "Make this potion count. Save my husband," she says.

You take the potion, nodding and fixing Selma with a reassuring stare.

"What is his name?" you ask quietly.

"Rylenn," she says. "Rylenn is his name. Now go!" Selma whispers urgently.

Add a Potion of Cloud Giant Strength to your inventory.

Thanking Selma, you leave the cosy little bunker and head back out into the town of Daggerford, more eager than ever to find the captives of Krond Vikkurk (whose name you avoided mentioning to Selma and her family) and free this peaceful town from its bondage! Return to **Location B2** and choose a new option.

419

Making a thorough survey of the area, you surmise that there are no traps here. It is safe to ascend these stairs, and you can do so by turning to entry 431.

420

Make two Stealth checks at DC 14. If you fail either one, go to 389. If you succeed on both, go to 157.

421

You try the handle - but the door is locked.

If you have thieves' tools, you could attempt to pick the lock. The DC is 16.

If successful, go to 179.

If unsuccessful, go to 227.

422

You make your way back to the first chamber and approach the door to the northwest. Turn to entry 274.

423

Make a Persuasion roll, DC 14.

If successful, go to 125.

If unsuccessful, go to 255.

424

You duck down and enter the narrow tunnel, making your way quickly forward. Although you're glad to be no longer exposed on the slope, you also wonder whether this tunnel will get wider. The going is pretty tough for the first hundred feet, and you are forced to move in an awkward, stooped-over position.

You are just beginning to think about turning back when suddenly the tunnel's walls and ceiling begin to widen out. Finally you can stand, and you massage your back as you survey the situation.

Ahead, the tunnel continues for some way. The floor is ancient but paved. This was used once, obviously, as an escape route for whoever was inside the keep, but perhaps now has been forgotten. You are glad for this secret passage though, and you forge ahead, wondering what you will encounter between here and the bottom levels of the fortress which you presume this tunnel connects to.

The tunnel winds its way east, then north, then west, and finally straightens out once more, as far as you can tell. It seems to be sloping upwards. The going is certainly not easy, and you realize this would make sense if the tunnel is ascending towards the keep.

Eventually, you see that the passage ahead widens into a chamber of some kind. There is a passage in the far wall and the floor is littered with rubble and rock. Slowly you make your way forward, wondering what you will discover.

Turn to entry 346.

425

You try your best to move stealthily, but due to the forest floor being littered with dry leaves and twigs, the noisiness of your approach does not go unnoticed. The robed figures turn and see you, right where you stand!

"Who is this who approaches our sacred grove unbidden?" one of them cries.

"You disturb a secret ritual, intruder... now you must die!"

Go to **Forest Ruin Combat Sheet**.

426

You examine the area around the door but find nothing resembling a trap.

To try the handle, go to 421.

To use thieves' tools, make a thieves' tools check. If successful, go to 179. If unsuccessful, go to 227.

To return to the junction, go to 202.

427

You ascend the spiralling stone staircase towards the top of the guard tower, meeting no-one on the way. At the top, you find the corpse of a guard slumped over the side of the watchtower. You quickly check him over. In one of his pockets, you find a little note, obviously given him by his sweetheart, perhaps even the morning he died. It simply says "Thinking of you, my love. Now and always, Virena." You are moved by this and vow to avenge the deaths of these innocent townsfolk. Going to the east window, you see that you have quite a good view of the town. At about the midway point of the town, you see a large wall running north to south, cutting the town in two. Above the wall you can see the roof of a small manor - actually more like a castle - and you discern that this must be Castle Daggerford, sitting within a compound which takes up the entire eastern half of the town. To reach this you would have to progress east until you reached the gates, or find another way through the wall.

There is nothing else of interest in the guard tower. To descend the stairs and check out the below-ground levels, go to 110.

Or, to leave the guard tower, return to **Location A3** and choose a new option.

428

Casting your eye over this rowdy bunch of goblinkind, you settle on a table where several particularly rough-looking orcs and bugbears are having a drink. You focus in on one in

particular, who looks exceedingly drunk. Focusing, you place a message into the drunkard's head...

"Your friend would like a nice refreshing ale over his head. See how hot and bothered he looks! Pour your ale over his head now."

As this message lands in the orc's head, you see him frown as he considers this,

Have the orc make a Wisdom save by rolling a straight d20 against your spell save DC.

If he succeeds on the Wisdom save, go to 185.

If he fails the save, go to 287.

429

The wizard breaks into a broad grin, pleased at having been able to help.

"Excellent," he says, "and I wish you all success on your quest, young traveller. Now, where was I? Ah yes."

With these words, the old man hobbles back to his armchair by the warm fire, where he plonks himself down heavily.

Within moments Vraxofaris is fast asleep!

You can see that you have absolutely drained the poor old codger of energy - he looks at least a hundred, if not more.

You may take a short rest at this point if you wish.

Quietly you leave Vraxofaris in peace, hoping that the events of the world do not trouble the mage who has already seen enough of life.

Your visit to Vraxofaris's tower is at an end.

Return to the **Campaign Map** and choose a new area to travel to.

430

Sneaking up to this house as furtively as you can, your attention lapses for just a moment, and you trip, knocking over a potted plant! There is an alarmed bark from inside the house, unmistakably goblinoid.

Before the scoundrels can react, you rush the door, eager to take the battle to them, inside, keeping any disturbance out of earshot of the gatehouse. You bolt towards the door and quickly open it, getting inside as quickly as you can towards whatever awaits!

Turn to 193 to discover what that might be!

431

You mount the black stone stairs, headed towards the front door. Nothing happens as you do this. If there is security here, it has become a bit lax over time! This leads you to doubt whether this is where Krond is keeping his hostages. But then, perhaps he doesn't want

to attract attention to the place by posting guards all around the entrance? Who knows? You approach the huge double doors, which are heavy oak banded with dark, brushed steel. Grasping the handle on the left-hand door, you pull, and are unsurprised to feel it securely locked. No lock is visible to pick either. You have little choice but to go and inspect the well. Turn to entry 45.

432

You follow a winding path which leads to the edge of a low cliff. To your left, a sizable waterfall thunders down the cliff into a pool below. The pool is edged with trees which hang over the water, and the whole area looks serene and inviting. Indeed, as the sun climbs and the day warms, you want nothing more than to strip off and leap into this clear, cool reservoir of emerald-coloured water.

A path meanders down the low cliff to the pool below.

To take a dip in the pool, go to 103.

Otherwise, you could return to the signpost and read the notices. Go to 333.

To check out the abandoned cabin on the other side of the bridge, go to 1.

Or, if you are done with this location, return to **Map F** and choose a new location.

433

Rodrick informs you it is 25 gp to have your blade professionally sharpened, and the same price to have your bow restrung. He tells you that you'll be impressed with the quality of the service, and that your weapon will be improved considerably.

"Well, until it goes blunt again!" he laughs.

To take Rodrick up on his offer, go to 450.

Otherwise, return to **F6: Blacksmith Forge** and choose a new option.

Or, if you are done here, return to **Map F** and choose a new location.

434

You peruse the rows of weapons, each displayed in a hinged metal clamp. Two in particular catch your eye.

A battleaxe, adorned with feathers, animal skulls and primitive runes seems to emit a bloodthirsty energy. You wonder how many foes this weapon has slain in battle, and it occurs to you that this was probably not a weapon used by Sir Sheldon himself, who seems very much the sword-wielding knight type of character. Perhaps one of his followers came

from some barbarian tribe in the far north, the Erakan of the Tortured Land perhaps, where you yourself have travelled just recently.

The other item that catches your eye is a fabulously ornate dagger bearing many interesting engravings on its blade. Looking more closely, you see that different types of swords are engraved there: a rapier, a greatsword, a longsword, a scimitar.

You notice that each clamp that holds a weapon has a glyph, carved into its base, the same glyph every time. You have no idea what the purpose of each glyph is, but many of the glyphs you have run into have been traps of some kind, some of them devastatingly powerful. You wonder if these serve a similar purpose.

To see if you can discern anything about the glyphs, make an Arcana check, DC 13.

If successful, go to 158.

If unsuccessful, go to 189.

To attempt to take down the battleaxe, turn to 403.

To try and remove the dagger, go to 336.

Or, if you are done here, you may leave this place by returning to **Map F**, and choose a new location.

435

A couple of the mounted weapons catch your eye. They are unconventional, possibly displayed here as spoils of some faraway campaign or else handed down as family heirlooms of the original inhabitants of Black Helm Keep. Either way, you take each down and inspect it in turn.

The first is what you have heard called a bastard sword. Somewhere between a longsword and a greatsword, it is a chore to wield but you suspect it could be lethal in the right hands.

(Bastard Sword, 6 lb., 1d10 slashing or piercing, Heavy, Versatile [1d12]. Special: You must have a Strength score of at least 18 to wield this weapon).

A strange-looking spear is the next weapon you take down. You have heard of these, it is a harpoon, a barbed spear with a rope attached. (Harpoon, 6 lb., 1d10 piercing. Ranged, thrown (20/60) Special: Whenever you land an attack with this weapon, it pierces into the enemy. They can choose to pull it out and deal an additional 1d10 damage. As long as it remains in their body and you continue to hold onto the rope that the harpoon is attached to, they cannot move more than 30 ft. away from you.

They can attempt to yank the rope out of your hand by making an opposed Strength check. Otherwise they have to cut the line or pull out the harpoon to escape).

The next item is not a weapon, but the upper part of a suit of plate mail. However, this is unlike any armour you have seen before - it is adorned with vicious-looking spikes. A quick inspection determines that the spikes could easily be removed and, with a bit of time, attached to your own armour.

(Armour spikes, +10 lb. Special: Whenever you succeed on a grapple check or are grappled by an enemy, that creature takes 3 piercing damage).

You may also take the half-plate if you wish. (Half-plate. 40 lb. AC = 15 + Dex modifier (max 2). Disadvantage on Stealth checks). You may take any of these items you are able to.

To search more thoroughly (if you have not done so already), make an Investigation check, DC 17.

If successful, go to 241.

If unsuccessful, go to 411.

To leave this room, go to 219.

436

"What blacksmiths?" one of them splutters.

"The defilers who cut down trees in our sacred groves! Oh, they will pay for this treachery! For every drop of sap, a drop of blood will be required in recompense!"

The others all nod their hearty agreement.

"But... have you tried to talk to them?" you counter.

"What?"

"Talk to them. Negotiate. Surely that is preferable to bloodshed?"

The robed men regard you carefully, considering your words.

Make a Persuasion roll, DC 13.

If successful, go to 118.

If unsuccessful, go to 192.

Or, if you agree with them, go to 3.

437

You may choose from one of the following temporary boons.

Explosive Runes

Vraxofaris inscribes an explosive rune on one of your weapons (your choice) or a piece of ammunition. When triggered (a melee weapon triggers with a hit, a piece of ammo triggers regardless), the glyph erupts with magical energy in

a 20-foot-radius Sphere centred on the glyph. The Sphere spreads around corners. Each creature in the aura must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you choose this option), or half as much damage on a successful one.

Magic Weapon

Vraxofaris performs a ritual that enhances your weapon. For the next encounter, treat it as a +2 weapon.

Circle of Rest

Vraxofaris gives you a small piece of chalk, just a nub. He explains that you can lie down anywhere and rest, drawing this circle around you. The circle will create a sanctuary, lasting two hours, within which you will not be detectable. You can use this to get a short rest at some point, without triggering an encounter.

Once you have the details of the chosen boon recorded, go to entry 429.

438

This temple complex seems almost integrated with the trees, as if the people who built it altered the structures to accommodate the hulking, towering oak trees that dominate many of the main areas. But that must have been many an age ago, as the walls and other parts of the structure are in the process of being reclaimed by nature.

There are strange, curling runes carved into the temple stones here too. They look almost like vines themselves, embedded into the rock itself. You wonder what they could signify. The worship of the oak trees... strange curling runes like vines.

Of course! This is a place for the worship of Silvanus, the Faerûnian god of wild nature. It all makes sense now.

Then, as this realization dawns on you, it puts you immediately on guard. Silvanus is a capricious, volatile god, whose name is associated with fey creatures and all sorts of woodland mischief.

Make a Survival check or Nature check, DC 15.

If successful, go to 9.

If unsuccessful, go to 170.

439

A tiny movement catches your eye, and you suddenly realize that you are not alone in this room! Realizing he has been spotted, an elaborately-dressed goblin emerges from hiding behind one of the bookshelves. In his hand is a glass bottle into which a rag has been placed, and the end has been lit!

Go to **Goblin Alchemist Combat Sheet** and do battle with this pesky pyromaniac!

440

There is a note stashed in one of the goblin's pockets. Do you know Goblin? Or, alternately, do you possess an item or spell which might help you decode this message?

If so, go to entry 216.

Otherwise, there is nothing more to be discovered here. Return to **Map B** and move to a new location.

441

As you stand there staring at the corpse of the formidable enemy you have just defeated, you remember something you read somewhere, or were once told. The Carrion Crawler worm carries some sort of poison in a gland near its mouth.

A quick search locates this gland, and you gather some of the poison in a vial.

Add 1 standard vial of Carrion Crawler poison to your inventory. The effect of Carrion Crawler poison is as follows (DMG p.258):

Carrion Crawler Mucus (Contact). *This poison must be harvested from a dead or incapacitated carrion crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

It takes one action to coat your weapon or a piece of ammunition in the poison. It is good for one strike.

Pleased with this find, you continue on your mission. Turn to entry 156.

442

You may make a Stealth check (DC 8) when entering this room, if you wish, to see if you can catch the occupant or occupants by surprise.

If successful, go to 124.

If unsuccessful, go to 278.

443

From your knowledge of the outdoors, you discern that these wounds could have been made by lashing vines of some sort. Perhaps poisonous vines.

To check around the outside of the cabin, go to 309.

To go back across the bridge and take the path that leads to the waterfall, go to 432.

Or you could go back to the signpost and read the notices. Go to entry 333.

444

You decide that stealth is the better option here, and you move away from the stables, looking to explore other areas of the compound. Return to **Map C** and choose a new location.

445

You stealthily prepare to attack the goblin and his dire wolf, but the wolf then pauses its gorging and lifts its snout, catching the scent of you on the air.

Quickly it rounds on you, aware of your presence.

Go to **Goblin Boss and Dire Wolf Combat Sheet** and do battle!

446

Make an Insight check, DC 14.

If successful go to 449.

If unsuccessful, go to 257.

447

"Gods be praised, thank you!" the young woman sobs, beside herself.

You take a moment to offer some words of consolation. Gradually the woman recovers herself. "I am Leela," she says. "Leela Windlass. I may be one of the last few remaining people of Daggerford not captured by those murderous villains."

You confirm that this is the case, telling her also of any others you have run into. Leela receives this knowledge quietly.

She stands. "I must leave Daggerford now. I must find my father. He was... taken. I don't know where they went, but I know one thing... the people that that... villain took, are gone from Daggerford, and so shall I be soon."

You wish the young woman luck on her quest. But she is not finished with you yet.

"My father's name is Devorn, Devorn

Windlass. If your paths should cross, could you let him know that I am all right? Tell him I am

heading to my Aunt's - his sister's - house in Secomber. He can find me there."

With that, you help the young woman return to the surface, and then continue on your quest. Return to **Map D** and choose a new location.

448

Inside one particularly large house, you hear whispering, faint as a breath of wind. You focus your senses and quietly pad into the house, through a living room, a kitchen and into a scullery. There, in the floor, you notice the outline of a trapdoor.

To address anyone who might be hiding within, go to 368.

To leave this house, return to **Location B2** and choose a new option.

449

There is something about this woman that gives you an off feeling. She is not telling you everything, and you suspect she may not be everything she seems!

Almost as if sensing your suspicion, the noblewoman's face takes on a nasty scowl.

"Fool!" she hisses. "You should have bowed to my request, now you shall die!"

Before your eyes, this graceful woman begins to transform into a hideous, deformed old hag!

You have little choice but to battle this devious crone. Turn to **Hag Lair Combat Sheet** and do battle!

450

Rodrick is delighted at your decision and quickly summons one of his employees to take your weapon for servicing.

While you wait, Rodrick tells you the history of the forge and other interesting trivia relating to the Misty Forest. "Watch out for the abandoned cemetery," he tells you. "There's a tomb in there that you do not want to go wandering into... full of traps, they say!" Soon your weapon is returned, restored to mint condition.

(During the next encounter, due to your weapon being in such good order, your next two attacks with this weapon will be made with advantage).

Thanking Rodrick, you consider whether there is any other business you want to transact while at the forge.

Return to entry **F6: Blacksmith Forge** and choose a new option.

451

There is an angry shout, and you look up to see the orc who addressed you gesturing frantically towards you! It seems your cover is blown - time to get out of here!

Quickly you turn and bolt back towards the houses before the orcs atop the battlements can get a shot at you - or so you hope.

Roll a d20+5.

If the result is equal to or greater than your AC, go to 201. Otherwise, you escape the orcs' hastily-thrown javelins and flee back amongst the shelter of the houses.

Go to **Map B** (or **Map D** if you fled to the north of the street) and choose a new location.

452

An arrow pierces you through your right shoulder, and you look up to see the grinning face of a goblin sniper, perched on a nearby rooftop! Simultaneously, two other goblins emerge from a nearby alleyway running straight towards you!

Take 1d6+3 piercing damage, and proceed to **Goblin Cart Trap Combat Sheet**.

453

The goblin by the guardhouse suddenly freezes, as if alerted by something. Lifting its head and sniffing the air, it narrows its eyes and searches the nearby terrain, its eyes finally coming to rest on you. Giving an alarmed shout, it gets the attention of the other goblin and the orc guard, pointing towards you and jumping up and down on the spot!

You are discovered! Go to **Gate Sentry Combat Sheet** and do battle!

454

Despite your best efforts to stay hidden, one of the orcs catches sight of the tip of your boot and shouts to his companion with alarm.

"Tagguk! Atigat, ij booav!" Knowing you have been spotted, you stand and face the orcs, preparing for battle.

Go to **Orc Barricade Combat Sheet**, using the Orc Alleyway Battle Map.

455

You grasp the handle and turn quickly, but still not quickly enough! A jolt of energy runs up your arm.

Take 1d4 lightning damage.

To your dismay, while turning the handle you discovered the door is actually locked.

If you want to try and pick the lock, go to 313.

Otherwise, you could try the door to the northeast by visiting entry 106.

456

"Information about Krond, eh?" Vraxofaris muses aloud. "Well, I know his father was a noble of some repute. A famed orcish warrior named Jedak the Red who was known to the High Heralds of Faerûn. Not all orcs are bad, you know. Some of them have had a hand in building these realms. But Jedak's son, Krond... he was a bad seed to begin with. He denounced his father early on, and the human and dwarven nobles he consorted with, saying that it was an act of treachery towards Gruumsh and all of orcdom to have such associations with the world of men.

"And thus began Krond's life of crime. He enlisted henchmen wherever he went, with a seemingly endless supply of stolen gold. But lately, there have been rumours that gold had started to run out. Hence the current enterprise, I suppose."

The old man sits back, staring into the fire thoughtfully.

Is there anything else you wish to ask Vraxofaris? Return to entry 281 and consider what else the mage might do for you.

457

You survey the carnage: the skeleton dead, and the unfortunate woman too, who spent her last moments as a ravaged zombie before you slew her.

Rifling their clothes, you don't find a lot. A few coppers, half a wineskin which smells sour. It seems this woman was just an unfortunate straggler who up until now had been surviving in the sewers beneath Daggerford until she had the misfortune to run up against this undead scum lurking in the foul muck.

You make your way back up to the surface, pleased to be breathing the clean air again.

Return to **Map D** and choose a new location.

458

You leaf through the large book, seeing if it will shed any light on this conundrum. Then, under "Obscure Riddles", you find it!

What breaks but does not fall? ANSWER: Day.

Turn to entry 41.

459

Throwing caution to the wind, you push the button. A panel of marble slides aside in the wall in front of you, revealing a passageway beyond! You step through, and begin walking its length. The passage is lined with ornate weapons, like a gallery, and you marvel at the workmanship of some of these artefacts.

As you are doing this, the panel to the west, where you entered by, slides shut with a resounding boom!

About halfway down, on the north wall, you see a large square marble panel with a golden handle on it.

Here lie the mortal remains of Sir Sheldon

Nordegast. May he rest in eternal glory!

To open this panel, go to 285.

To inspect the weapons, go to 434.

460

The horrid hag lies dead before you. Slowly, her captives emerge from their hiding places, hidden within the recesses around the edge of the cave. And then other creatures appear also, tiny fey beings who surround you, singing your praises! The whole scene is a bit surreal. Sitting you down on a comfortable boulder, they massage your feet and tell you how you have freed them from a life of bondage. (Take the benefits of a short rest from this lovely respite).

The women who were held captive are long gone by the time you are done with this relaxing diversion! Hopefully they have all departed for their homelands. All except one... If you have not already met her, Trini the Bard, who was held captive by the hag, comes forward and introduces herself. You may take her as a sidekick if you wish. Her stat block is **here**.

Once you are done here, you may continue your exploration of Delimbiyran by returning to **Map G** and choosing a new location!

461

Leaving the kenku to his own devices, you retreat into the hallway.
To investigate the room nearer to the door, go to entry 249.
Or, to leave the boarding house, return to **Location A2** and choose a new option.

462

You know this deity. This is none other than Kelemvor, Lord of the Dead and Judge of the Damned. So... is this temple a crypt of some sort? From the exterior, it would appear so. To proceed inside this crypt, go to entry 94. If you would rather explore another location, then return to **Map E** and choose a new location.

463

As you sip on this pleasant-tasting spirit, you notice a light begin to emit from your body... Slowly it subsides, but then you find when you will it, you can bring the glow back. This drink has the effect of bestowing the equivalent of 60 ft. darkvision to any PC who does not possess it, for one day.
To approach the barkeep in order to ask about the orc invasion, go to 34.
To join the old man who greeted you at his table, go to 406.
Or, if it is time to leave, return to **Map B** and choose a new location.

464

You remember the family who helped you in Daggerford, Selma and her children. A smile spreads across your face.
"Selma sends her love," you say. "She and your children are doing well."
Rylenn registers utter shock. "They... they are?" he quavers. "You have journeyed a long way, friend!" Rylenn appears overcome with emotion, and awkwardly embraces you.
"This is... wonderful news. I can't thank you enough." Blinking back tears, the halfling adds, "It seems our hero has truly arrived. The hero Daggerford needs!"
If Delfen Ondabarl is with you, turn to entry 316.
Otherwise, turn to entry 272.

465

The villain Kronk Vikkurk lies dead before you, having fallen to your superior prowess. You have tracked him here using your cunning, your wisdom and your resources, and have triumphed in this challenging quest. The hostages are freed, and mingling with them, you soon find Kahlani Ilinward once more.
"Your father set me on this quest," you tell her. "All of this comes from his love for you... his fear that he would never see you again. If I had never met him..." you look around, taking in the mass of people that have now been freed from the dungeons. "I hate to think what would have happened to you."
Kahlani smiles exhaustedly. "I shall visit him as soon as we are home, and rested," she says. "And thank you, stranger... you have done a great service to these poor folk."
News of your deed spreads quickly. After a few days, word is gotten to you from the council of Waterdeep nobles who offered the reward of a thousand gold pieces. They tell you that you are to come to Waterdeep to collect your payment.
This sounds a little... off to you, but you have nothing better to do, and a visit to Waterdeep sounds interesting. Suddenly you find you may have a taste for the dramas of the city once more.
And so for Waterdeep you depart, eager to claim your bounty and spend it!
Now proceed over the page to *Concluding the Adventure*.



CONCLUDING THE ADVENTURE

You make the journey to Waterdeep in a little under four days. A few of the hostages accompany you, unwilling to return to their former homes.

“Too many bad memories,” one old woman tells you, and you sympathise. These people have been through much. Your experience on the road, however, means you soon leave them behind.

After your recent travails, you perhaps decide to treat yourself to a bit of luxury. And so spend your nights, where you can, in well-appointed inns, sleeping on beds with fresh linen and filling your belly with home-cooked meals. A good amount of drink and some friendly company buoys your spirits. You hear many rumours during evenings spent in these taverns, dark rumours from Waterdeep and beyond. “Aye, many two-faced characters lurk in that cesspit, young’un!” one innkeeper tells you. “City of Splendors? City of Pretenders, more like! They’ll step on your head to get what they want, mark my words.”

(If you wish to treat yourself to a bit of luxury, deduct 15 gp and take an inspiration, for use in the next quest!) Such rumours give you pause, and you wonder if Waterdeep is a sensible destination. But then you remind yourself, you’ve seen your share of corruption and malevolence in your time, from the likes of the Zhentarim, Death Knights, Ice Mages and Krond Vikkurk. Waterdeep shouldn’t pose you too many dangers, surely... Surprisingly, you meet no trouble on the road – a welcome change to the past few days’ events! On the morning of your fifth day on the road, you are approaching Waterdeep from the south on a bustling road. Merchants driving heavily-laden carts, families, lone travellers, bands of mercenaries, garrisons of soldiers, all manner of people approach the City of Splendors, looking for fortune or work.

Once inside the city, a few inquiries lead you to an old administrative building in the Castle Ward. Ushered through a maze of hallways, you are eventually escorted to a small, unassuming room where a gathering of middle-aged nobles await you.

An elderly man comes forward on your arrival, presenting to you a richly embroidered purple velvet pouch. It is heavy, and pulling it open, you see the platinum within reflecting the soft candlelight of the chamber.

“100 platinum pieces,” the nobleman says.

“We couldn’t find enough gold, so we retrieved the equivalent platinum from the coffers instead. We hope it suffices.”

“And, if I may,” another voice chimes in. This belongs to a well-built man, dressed modestly but bearing himself with an unmistakably authoritative air. “We trust that you will keep this affair... discreet. We can’t have the general populace knowing of such things. Can lead to... unrest. Panic. You understand.”

You consider this request. “As you wish,” you reply guardedly.

“Good, good,” the noble says, and brings his hands together in a single clap of approval, as if to signal the end of your meeting. “Well, that’s it then. I trust you’ll enjoy your time here in our grand city. If we have need of you, we’ll be sure to come and find you! Fare thee well, traveller.” Pocketing the money, you leave the Castle Ward and set out in search of an inn to quench your thirst. Considering the words of that noble, perhaps you won’t have a lot of spare time here after all!

You have completed *Drums at Daggerford*. Congratulations.

You may now advance your character to level 6 in preparation for our next solo adventure, *Caught in a Wizard’s Web*.

TRAVEL TABLE

Find the two locations between which you want to travel, and locate the number of progress points accumulated. As you can see, there are some large numbers in here, so plan your travel carefully! The bracketed number is how many random encounters to roll for during the course of this travel.

	Daggerford	Ruins of Delimbiyran	Vraxofaris	Black Helm Keep	Misty Forest
Daggerford	-	24 (1)	24 (1)	48 (2)	48 (2)
Ruins of Delimbiyran	24 (1)	-	24 (1)	36 (1)	72 (3)
Vraxofaris	24 (1)	24 (1)	-	24 (1)	72 (3)
Black Helm Tower	48 (2)	36 (1)	24 (1)	-	72 (3)
Misty Forest	48 (2)	72 (3)	72 (3)	48 (2)	-

RANDOM ENCOUNTER TABLE

While travelling between areas or looking for places to rest, you may encounter random enemies! Roll a d20 to determine whether you do. A dash signifies no encounter. See over the page for the method for running random encounters.

Travelling to / Within	Daggerford	Ruins of Delimbiyran	Vraxofaris	Black Helm Keep	Misty Forest
1-4	2 Orcs	3 Goblins	1 Grick	2 Orcs	2 Black Bears
5-8	3 Kobolds	1 Nothic	3 Boars	3 Goblins	3 Boars
9-12	-	-	-	3 Kobolds	3 Orcs
13-16	-	-	-	1 Nothic	-
17-20	-	-	-	-	-

RANDOM ENCOUNTER METHOD

Unlike our combat sheets, where the progression of combat is mapped out, this method uses concepts from freeform solo adventuring, similar to those outlined in *The Solo Adventurer's Toolbox*.

Use *Map 0: Random Encounter Map*. This is the most generic wilderness map you could hope for!

All monster stat blocks from the Random Encounter Table are found in the *Monster Manual*, or the free Basic Rules (SRD) from the Wizards of the Coast Website. They are also all easily retrievable from sites such as Roll20.

Spawn your PC's token anywhere on the map (perhaps at the centre?). Roll a d12 for each enemy, and place that enemy that many squares away in a random direction.

Roll initiative for yourself and for the monsters.

If you wish, simply have the monsters attack each round according to what you think they would do. Otherwise, you might like to use the **Monster Action Table** below.

MONSTER ACTION TABLE:

To add a level of unpredictability, roll on the **Monster Action Table** below to determine what *each* monster does on its turn. You'll need to be familiar with the Chapter 9 of the *Player's Handbook* (specifically pp. 192-195) which deals with actions such as the Help action, Dodge action etc. You'll notice the word "otherwise" used a lot. This is to account for the fact that each directive is not always appropriate. For example, in the first field (HELP otherwise SHOVE otherwise ATTACK) HELP is only appropriate if there are two or more monsters. Likewise, HEALING SURGE (see DMG pp.266-267) is only appropriate if the monster has been wounded. Use common sense. After the monster is defeated, roll on the Individual Treasure Table, CR 0-4, in the *Dungeon Master's Guide*, for every monster you defeated (except beasts).

If you like this table, you could potentially use it in other encounters in this book, if you prefer to do that rather than follow the combat sheets! **NOTE:** Where it says MOVE and ATTACK, only move if the monster needs to in order to attack. If it does not need to move, don't move it.

THREAT POINTS:

Every time you or an ally wounds a monster, add 5 threat points to the threat points score. Add your threat points score to your Monster Action Rolls.

D100 + Threat Points	MONSTER ACTION
1-8	HELP otherwise SHOVE otherwise ATTACK
9-16	MOVE TO FLANK & ATTACK otherwise HELP otherwise ATTACK
17-24	MOVE AWAY and make ranged attack (incurring AOO if necessary) otherwise ATTACK
25-32	DODGE otherwise ATTACK
33-40	HELP otherwise HEALING SURGE otherwise ATTACK
41-66	MOVE & ATTACK using most powerful method, even if doing so provokes AOO
67-74	HEALING SURGE otherwise HELP otherwise ATTACK
75-92	FLEE (If threat points 20+, Dash, with AOO) otherwise HEALING SURGE otherwise ATTACK
93-100	SURRENDER (if humanoid and at less than 20% HP) otherwise ATTACK

COMBAT SHEETS

KENKU WARRIOR COMBAT SHEET

KENKU WARRIOR

Medium humanoid (kenku), chaotic neutral

Armour Class 15 (hide armour)

Hit Points 33

Speed 30 ft.

STR 12 (+1)	DEX 18 (+4)	CON 12 (+1)
INT 11 (+0)	WIS 12 (+1)	CHA 14 (+2)

Saving Throws Str+4, Con +3

Skills Acrobatics +6, Stealth +6

Senses passive Perception 12

Languages Auran, Common

CR 1

Distracting Mimicry The kenku can make all sorts of sounds using its mimicry skill. On its turn, it can use a bonus action to mimic a distracting noise, such as an orc battle cry. If it does so, make a wisdom save, DC 14. If you fail, make your next attack with disadvantage.

Cunning Action The kenku can use a bonus action to take the Dash, Disengage or Hide option.

ACTIONS

Rapier *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 1d8+4 piercing damage.

Shortbow *Ranged Weapon Attack* +6 to hit, range 80/320 ft., one target. *Hit* 1d6+4 piercing damage.



COMBAT NOTES

Map 1: Kenku Warrior Battle Map

1. Place tokens. K: Kenku, PC: You. Roll initiative.
2. On each of the Kenku's turns, roll a d20. On an even number, the kenku will use a bonus action to activate *Distracting Mimicry*.
3. Whenever it can, the kenku will stay at a distance and fire with shortbow.
4. A DC 10 Dexterity check allows you to get atop one of the pieces of furniture in this room, granting you high ground and a +1 bonus to attack rolls (unless the other person is also on high ground).
5. *If you are victorious, go to entry 210.*

ORC BARRICADE COMBAT SHEET

ORC (x2)

Medium humanoid (orc), chaotic evil

Armour Class 13 (hide armour)

Hit Points 15

Speed 30 ft.

STR 16 (+3)	DEX 12 (+1)	CON 16 (+3)
INT 7 (-2)	WIS 11 (+0)	CHA 10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR ½

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d12+3 slashing damage.

Javelin *Melee or Ranged Weapon Attack* +5 to hit, range 30/120, one target. *Hit* 1d6+3 piercing damage.



COMBAT NOTES

Map 2: Orc Barricade Battle Map

OR

Map 3: Orc Alleyway Battle Map

1. Place tokens. O: Orcs, PC: You. Roll initiative.
2. If they win initiative, the orcs will throw their javelins first. If they lose, they will use *Aggressive* on their turn to get in melee range and attack.
3. If in the alleyway, you can use a bonus action to hop up onto the barrels with a DC 10 Athletics check. If you fail, the next attack on you has advantage. If you are successful, your attack rolls have a +1 bonus (higher ground).
4. While you are atop the barrels, every time an orc attacks, roll a d6. On an 6, the orc tries to push you off, which takes an action. Have the orc make an Athletics check contested by your Dexterity save. If he succeeds, the next attack on you has advantage. If he fails, your next attack on him has advantage.

If you are victorious, go to entry 293.

GOBLIN BOSS & DIRE WOLF COMBAT SHEET

GOBLIN BOSS

Small humanoid (goblin), neutral evil

Armour Class 17 (chain shirt, shield)

Hit Points 21

Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 10 (+0)

Skills Stealth +6

Senses Darkvision 60 ft., passive

Perception 9

Languages Common, Goblin

CR 2

Nimble Escape The goblin can take the disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack The goblin makes two attacks with its scimitar. The second attack has disadvantage

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 slashing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.



COMBAT NOTES

Map 4: Goblin Boss & Dire Wolf Battle Map

1. Place tokens. W: dire wolf, G: goblin boss, PC: You. Roll initiative.
2. The dire wolf's stat block is on the next page.
3. You may have one free attack before initiative commences.
4. Note the Strength save required whenever the dire wolf attacks. When you are prone, melee attacks on you are at advantage, and your attacks are at disadvantage.
5. The goblin will stay put for the first two rounds, firing with its shortbow, while the dire wolf engages you in melee. It will always move away (using its disengage bonus action if necessary), preferring to let the dire wolf deal with you.
6. Any one of the stacks of barrels in here serve as high ground (+1 bonus to attack rolls). It takes a DC 12 Dexterity check to get atop them. If you fail, the next attack on you is at advantage. When on high ground, when you take a hit, make another DC 12 Dex check. If you fail, the next attack on you is at advantage. The goblin and dire wolf will not attempt to gain high ground.
7. After two rounds, it will engage you in melee, beside the wolf, who will get advantage as a result of the goblin's proximity.
8. *If you are victorious, go to entry 160.*

DIRE WOLF

Large beast, unaligned

Armour Class 14 (natural armour)

Hit Points 37

Speed 50 ft.



STR 17 (+3)	DEX 15 (+2)	CON 15 (+2)
INT 3 (-4)	WIS 12 (+0)	CHA 7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

CR 1

Keen Hearing and Smell The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The wolf has advantage on an attack roll if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 2d6+3 piercing damage. If the target is a creature, it must succeed on a DC 13 Strength save or be knocked prone.

SHADOW MASTIFF COMBAT SHEET

SHADOW MASTIFF

Medium monstrosity, neutral evil

Armour Class 12 (natural armour)

Hit Points 33

Speed 40 ft.

STR 16 (+3)	DEX 14 (+2)	CON 13 (+1)
INT 5 (-3)	WIS 12 (+1)	CHA 5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances damage from non-magical weapons while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

CR 2

Ethereal Awareness The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff attacks, is in bright light, or takes damage.

Sunlight Weakness While in bright light creatured by sunlight, the mastiff has disadvantage on attack rolls, ability checks and saving throws.

ACTIONS

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 2d6+3 piercing damage. If the target is a creature it must succeed on a DC 13 Strength save or be knocked prone.



COMBAT NOTES

Map 5: Shadow Mastiff Battle Map

1. Place tokens. M: Mastiff, PC: You. Roll initiative.
2. Every time one of your attacks misses, the shadow mastiff will use a bonus action to move away, triggering AOO if necessary. It will then move adjacent to the building and use the many shadows in this courtyard to trigger *Shadow Blend*. This causes the mastiff to become invisible, after which it ends its turn. While invisible, attacks on it are at disadvantage, and its attacks are at advantage.

*If you are victorious, you may check out the well by going to entry 230. Otherwise return to **Map B** and choose a new location.*

GOBLIN CART TRAP COMBAT SHEET

GOBLIN SKIRMISHER (x3)

Small humanoid (goblin), chaotic evil

Armour Class 16 (leather armour, shield)

Hit Points 14

Speed 30 ft.

STR 8 (-1)	DEX 16 (+3)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR ½

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Skirmish Advantage The goblin gains advantage on its first attack roll each turn if it has moved at least 15 feet at the beginning of its turn.

ACTIONS

Shortsword *Melee Weapon Attack* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit 1d6+3 piercing damage (two-handed).

Shortbow *Ranged Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 slashing damage.



COMBAT NOTES

Map 6: Goblin Cart Trap Map

1. Place tokens. G: Goblin Skirmishers, PC: You. Roll initiative.
2. Note the *Skirmish Advantage* trait. The goblin will use this when it can, and will also use the *Nimble Action* bonus action every time. The two ground-based goblins do not bunch together but rather split up, forcing you to select only one as a target.
3. The archer on the roof stays there until the two ground-based goblins are dead. Then, it makes one final attack and attempts to flee across the rooftops, moving north as far as it can. If it goes off the map, it is lost to you. Ascending to the roof will take a DC 14 Athletics or Acrobatics check.
4. *If you are victorious, go to entry 159.*

GOBLIN (x2)

Small humanoid (goblin), neutral evil

Armour Class 15 (leather armour, shield)

Hit Points 7

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

CR ¼

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 slashing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.

GUEST HOUSE HOSTAGES COMBAT SHEET

ORC BRIGAND

Medium humanoid (orc), chaotic evil

Armour Class 15 (studded leather armour)

Hit Points 26

Speed 30 ft.

STR 16 (+3)	DEX 16 (+3)	CON 14 (+2)
INT 7 (-2)	WIS 11 (+0)	CHA 10 (+0)

Skills Intimidation +2, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc
CR 1

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature it can see.

Cunning Action The orc can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn) The orc deals an extra 1d6 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when a target is within 5 feet of an ally of the orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

ACTIONS

Scimitar *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 slashing damage.

Javelin *Ranged Weapon Attack* +5 to hit, range 30/120 ft., one target. *Hit* 1d6+3 piercing damage.



COMBAT NOTES

Map 7: Guest House Battle Map

1. Place tokens. O: Orc Brigands, G: Goblins. If you succeeded on the Stealth check, the Orc will be in the sitting room. If you failed, he will be in the foyer (the darker token). For your PC, if you failed the Stealth, choose a spot in the doorway or one square inside the door. If you succeeded, choose a space in the foyer, in the doorway of the library or the sitting room or one square inside. If you start anywhere except the library (rightmost room), the goblins will roll into initiative in the second round
2. The goblin stat block is on the previous page.
3. Roll the goblins' initiative after one round of combat, once they hear the fighting start.
4. The orc brigand will throw his javelin first. If you failed the Stealth check, he will do this as soon as you enter the door, as a surprise attack (after which, if he won initiative, he will immediately advance and attack with scimitar). Otherwise, simply use this as his first attack.
5. Don't forget to roll the goblins in at the start of round 2 if you started in the foyer. The south goblin emerges and attacks with scimitar, the second only moves to gain line of sight and then attacks with shortbow. When possible, the goblins always use *Nimble Escape* to either Hide, or Disengage and move away.
6. If your PC mounts the stairs, it may prevent the goblins from flanking them..
7. *If you are victorious, go to entry 61.*

GOBLIN DRUM PARTY COMBAT SHEET

ORC WARDRUMMER

Medium humanoid (orc), chaotic evil

Armour Class 14 (studded leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR

14 (+2)

DEX

14 (+2)

CON

14 (+2)

INT

10 (+0)

WIS

12 (+1)

CHA

16 (+3)

Skills Intimidation +5, Performance +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR 1

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature it can see.

War Drums An ally that starts its turn within 60 ft of the orc and can hear the orc gains advantage on ability checks and saving throw rolls until the start of its next turn.

ACTIONS

Bone Drumstick *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 bludgeoning damage

Rouse Ally The orc targets one ally within 60 ft. of it that can hear the orc. The target gains advantage on attack rolls until the start of its next turn.

Maneuver Allies (Recharge 5-6) Up to four allies within 60 ft. of this orc that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Incite Allies (1/day) Each ally within 60 ft. of the orc that can hear the orc can use its reaction to move up to half its speed and make one weapon attack.



COMBAT NOTES

Map 8: Goblin Drum Party Map

1. Place tokens. G: Goblins, O: Orc Wardrummer, PC: You. Roll initiative.
2. The goblin stat block is found 2 pages back.
3. If the goblins or the orc win initiative, have them make a Perception check, the DC being your Dex score. If you have proficiency in Stealth, add your proficiency to the DC as well. If their check beats the DC, they see you and advance. The orc will use Rouse Allies to grant the goblins advantage on their next attacks. The goblins will move to line of sight and fire shortbows at you. They must move around trees. They will also spread apart as far as they can, while still remaining in range of you.
4. When goblin moves it will use Hide as a bonus action (*Nimble Escape*). If a goblin is in melee range on its turn, it attacks with scimitar and then uses *Nimble Action* to disengage as a bonus action and move away as far as it can.
5. If the goblins are within 15 ft. of you, the orc will use *Incite Allies* on its turn. They use shortbow unless in melee range, in which case scimitar.
6. Once you are out of cover, if a goblin can move beyond 30 ft. away from you on its turn, it will (and then attack with shortbow).
7. *If you are victorious, go to entry 119.*

GOBLIN ALCHEMIST COMBAT SHEET

GOBLIN ALCHEMIST

Small humanoid (goblin), chaotic evil

Armour Class 14 (hide armour)

Hit Points 14 (4d6)

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 10 (+0)
INT 13 (+1)	WIS 10 (+0)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

CR 1

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
Volatile When the goblin takes damage that is not poison or psychic damage, roll 1d20. On a roll of 1 to 5, the goblin's alchemical pack explodes. The goblin and each creature within 10 feet of it must succeed on a DC 11 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. The goblin has disadvantage on its saving throw.

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 slashing damage.

Acid Flask *Ranged Weapon Attack* +4 to hit, range 5/20 ft., one target. *Hit* 2d6 acid damage.

Goblin Molotov *Ranged Weapon Attack* +4 to hit, range 20 ft., one target. *Hit* 1d4+2 fire damage and the target catches fire, taking 1d4 fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature takes half as much damage and doesn't catch fire.

Tangleweb *Ranged Weapon Attack* +4 to hit, range 20 ft., one creature. *Hit* The creature must succeed on a DC 13 Strength saving throw or be restrained by sticky web-like adhesive. As an action, the restrained creature can make a DC 11 Strength check, escaping from the tangleweb on a success. The effect ends if the tangleweb is destroyed. The tangleweb has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to acid, poison and psychic damage.

Double Lob (Recharge 5-6) The goblin can make two ranged weapon attacks.



COMBAT NOTES

Map 9: Goblin Alchemist Battle Map

1. Place tokens. G: Goblin Alchemist, PC: You. Roll initiative. If you were hit by a Goblin Molotov (see stat block) then either use your first action to put out the flames, or take another d4 fire damage for being on fire. You will continue to take 1d4 fire damage on your turn until you use an action to extinguish the flames.
2. Note *Double Lob*.
3. On its first turn, the alchemist uses *Tangleweb*, then *Acid Flask* (with advantage if you fail the Strength check)
4. If the alchemist starts in melee: It uses *Nimble Escape* as a bonus action to disengage, then moves away 20 ft and uses its *Tangleweb* attack. Then, it rolls to recharge *Double Lob*. If successful, it throws *Goblin Molotov*. If you are unable to escape the web on your action, it will use its next action to throw *Acid Flask*. If you are restrained by the web, these attacks are at advantage. The alchemist rolls to recharge *Double Lob* each round.
5. If the alchemist starts out in melee: As above, except it uses *Nimble Escape* at the end of its turn to Disengage and move away as far as it can.
6. *If you are victorious, take the codeword library and then go to entry 4.*

ORC PATROL COMBAT SHEET

ORC (x3)

Medium humanoid (Orc), chaotic evil

Armour Class 13 (hide armour)

Hit Points 16 (2d8+6)

Speed 30 ft.

STR

16 (+3)

DEX

12 (+1)

CON

16 (+3)

INT

7 (-2)

WIS

11 (+0)

CHA

10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR ½

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature it can see.

ACTIONS

Longsword *Melee Weapon Attack* +5 to hit, reach 5 ft. one target. *Hit* 1d10+3 slashing damage (two-handed).

Longbow *Ranged Weapon Attack* +5 to hit, range 150/600 ft., one target. *Hit* 1d8+1 piercing damage.



COMBAT NOTES

Map 10: Orc Patrol Battle Map

1. Place tokens. O: Orcs, PC: You. Roll initiative.
2. Roll a d12. Spawn an orc that many squares from your PC. Repeat this process three times until you have three orc tokens on the map.
3. Trees grant half cover (+2 AC).
4. The orcs move to surround you at a distance, shooting with longbow. If you engage one of them in melee they will switch to longsword.
5. Examine the map. You'll see there a number of features such as rockpiles, tree stumps and logs. These can be used as high ground for either you or the orcs. When standing atop one of these, the character has a +1 attack roll bonus (as long as their target is not on similar high ground). If a character is on high ground and is hit with an attack, make a DC 12 Dex save for them. If they fail, they are forced off the high ground and will be subject to a free attack at advantage.
6. On the orcs' turn, roll a d6 to determine their action. **1:** Disengage and move back 1d6 squares / Or move to cover and attack with longbow. **2-4:** Attack. **5-6:** Gain high ground if possible, and attack /or, use *Aggressive* to get as close as possible to PC and attack with either longbow or longsword.
7. *If you are victorious, return to the current map and proceed to explore your location, ignoring the direction to roll for another Orc Patrol.*

SIDEKICK: SHAWNA (WARRIOR)

Medium humanoid (human), neutral good

Armour Class 14 (leather armour)

Hit Points 13 (2d10+2)

Speed 30 ft.



STR 13 (+1)	DEX 16 (+3)	CON 13 (+1)
INT 10 (+0)	WIS 10 (+0)	CHA 14 (+2)

Skills Stealth +5, Survival +2

Senses passive Perception 10

CR 1

Second Wind Starting at 1st level, Shawna can use a bonus action on her turn to regain 2d10 hit points. Once she uses this feature, she must finish a short or long rest before she can use it again.

Danger Sense Shawna has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. This feature doesn't work if Shawna is incapacitated.

ACTIONS

Shortbow *Ranged Weapon Attack* +5 to hit, range 80/320, one target. *Hit* 1d6+3 piercing damage.

Shortsword *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 slashing damage.

NOTES:

- You may have only one sidekick at a time. By taking Shawna as your sidekick, you take on an additional character to control as you see fit
- In combat, when enemies are attacking, roll a d4. On a 1-3, they attack you. On a 4, they attack Shawna.
- At the end of this adventure, Shawna will go her own way, unless you release her prior to that.

OGRE GLUTTON COMBAT SHEET

OGRE GLUTTON

Large giant, chaotic evil

Armour Class 11 (hide armour)

Hit Points 53 (7d6+28)

Speed 40 ft.

STR 19 (+4)	DEX 6 (-2)	CON 18 (+4)
INT 5 (-3)	WIS 7 (-2)	CHA 7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

CR 2

Gaseous Expulsion The ogre glutton has been gorging itself on rich food for days. As a result, it is currently expelling all sorts of noxious smells from its horrid digestive tract. At the start of the ogre's turn, roll a d6. On a 3-6, the ogre expels a noxious gas cloud that expands in a 30 ft. radius around it. All creatures within 30 ft. of the ogre must make a DC 14 Constitution save or take 1d6 poison damage and make their next attack with disadvantage. On a successful save creatures take half damage and are not disadvantaged. The ogre is immune to the effects of this gas.

ACTIONS

Greatclub *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 2d8+4 bludgeoning damage.



COMBAT NOTES

Map 11: Ogre Glutton Battle Map

1. Place tokens. O: Ogre Glutton, PC: You. Roll initiative.
2. Note the *Gaseous Expulsion* trait. This is rolled for at the start of each of the ogre's turns.
3. *If you are victorious, go to entry 276.*

ORC CRYPT COMBAT SHEET

ORC RAIDERS (x3)

Medium humanoid (orc), chaotic evil

Armour Class 16 (hide armour, shield)

Hit Points 22 (3d8+9)

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)	CON 16 (+3)
INT 7 (-2)	WIS 11 (+0)	CHA 10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR 1

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

Lightfooted The orc can take the Dash or Disengage action as a bonus action on each of its turns

Distracting Strike (1/turn) When the orc hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the orc has advantage if the attack is made before the start of the orc's next turn.

ACTIONS

Scimitar *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 slashing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.



COMBAT NOTES

Map 12: Orc Crypt Battle Map

1. Place tokens. O: Orc Raiders, PC: You. Roll initiative.
2. If you won the earlier Stealth check, you get one free action, attacking with advantage.
3. When your PC initially enters the room, the orc raiders will take cover behind the pillars at the back of the room, moving around as you move, so that they are always in cover. This provides them with a +2 to AC. You can move to engage one of them, which eliminates the cover bonus, but the others will keep their cover, firing with shortbow on their turn.
4. Also, the sarcophagi are 5 ft tall each and provide ½ cover (+2 AC). The orcs will circle around to flank your position (not necessarily *flanking* as we understand it, but more of a pincer movement) using the sarcophagi, and fire at you using shortbows.
5. When you kill an orc, another will use Dash as a bonus action to reach you on its turn and then attack with scimitar.
6. They use *Distracting Strike* whenever possible.
7. You may flee this encounter by taking as many opportunity attacks (if not disengaging) as there are orc raiders in melee with you.
8. *If you are victorious, go to entry 329.*

HAUNTED SMITHY COMBAT SHEET

ANGRY HAMMER (x3)

Small construct, unaligned

Armour Class 16 (natural armour)

Hit Points 17 (5d6)

Speed fly 40 ft.

STR 14 (+2)	DEX 13 (+1)	CON 11 (+0)
INT 1 (-5)	WIS 5 (-3)	CHA 1 (-5)

Saving Throws Str +4

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft (Blind beyond this radius), passive Perception 7

CR 1/4

Antimagic Susceptibility The hammer is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the hammer must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

Anger Surge (1/day) After a successful attack, the hammer can make one more melee attack.

ACTIONS

Warhammer *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 bludgeoning damage.



COMBAT NOTES

Map 13: Haunted Smithy Battle Map

1. Place tokens. H: Angry Hammers, A: Animated Armour, PC: You. Also, roll a straight d20 for the bellows and add this to the initiative order. Even though the bellows does not attack, it still figures in this encounter. Roll initiative.
2. The hammers will attempt to flank you at all times. They use *Anger Surge* as soon as they can.
3. Every time the bellows comes up in initiative order, it expels a huge gust of wind. Every combatant in the white area indicated on the map must make a Dex check, DC 16. On a fail, you are pushed back 10 ft. and become prone.
4. Every time you move (including when you are pushed) roll a d20. On an 18-20, you suffer from the piles of dangerous debris consisting of loose metal and weapons scattered about. DC 12 Dex save or take 1d4 slashing damage.
5. You may flee this encounter by taking as many opportunity attacks as there are foes in melee range with you. If you do so, return to Map E afterwards and choose a new location.
6. *If you are victorious, go to entry 177.*

ANIMATED ARMOUR

Medium construct, unaligned

Armour Class 18 (natural armour)

Hit Points 33 (6d8+6)

Speed 25 ft.



STR 14 (+2)	DEX 11 (+0)	CON 13 (+1)
INT 1 (-5)	WIS 3 (-4)	CHA 1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius) passive Perception 6

CR 1

Antimagic Susceptibility The armour is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armour must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

False Appearance While the armour remains motionless, it is indistinguishable from a normal suit of armour.

ACTIONS

Multiattack The armour makes two melee attacks

Slam *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 bludgeoning damage.

WIZARD'S LAB COMBAT SHEET

RUG OF SMOTHERING

Large construct, unaligned

Armour Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR 17 (+3)	DEX 14 (+2)	CON 10 (+0)
INT 1 (-5)	WIS 3 (-4)	CHA 1 (-5)

Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft (Blind beyond this radius), passive Perception 6
CR 2

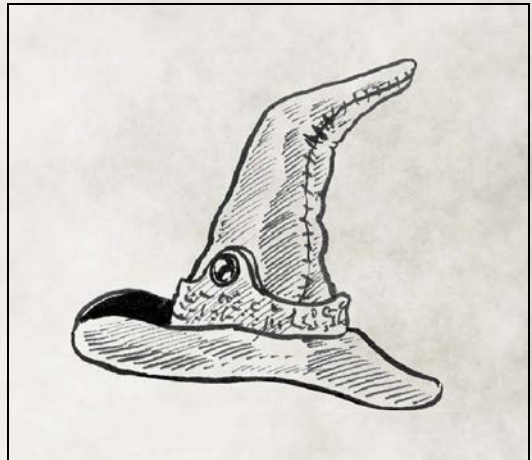
Antimagic Susceptibility The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

Damage Transfer While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance While the rug remains motionless, it is indistinguishable from a normal rug.

ACTIONS

Smother *Melee Weapon Attack* +5 to hit, reach 5 ft., one medium or smaller creature. *Hit* The creature is grappled, escape DC 13. Until the grapple ends, the target is restrained, blinded and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 2d6+3 bludgeoning damage.



COMBAT NOTES

Map 14: Wizard Lab Battle Map

- Place tokens. R: Rug of Smothering. J: Javelin of Lightning. H: Hat of Wizardry. PC: If you took the stairs, place token by the central stairs. If you used the ladder, place token at the bottom right of the map. Roll initiative.
- A wild magic field has caused this chaos. The source of it is some crates which have been pried open, one to the west of the room and two to the east.
- Your goal is to reach the crates and spend an action closing their lids, either with a DC 10 Strength check to hammer them shut, or by some other method which your PC may possess.
- The Javelin of Lightning and the Hat of Wizardry do not have stat blocks, but act randomly during the encounter.
- Your main foe is the Rug of Smothering which will try to stop you from putting an end to the wild magic field. It always moves towards you to attack.
- On the Hat's turn, roll a d6. On a 5-6, the Hat of Wizardry randomly fires off a *Fire Bolt* spell at either (roll d4) 1-2: You, 3-4: Rug of Smothering. Roll a d20 vs your AC, taking 1d10 fire damage on a hit.
- On the Javelin's turn, roll a d6. On a 5-6, the Javelin of Lightning activates, requiring a DC 13 Dexterity saving throw from either (roll d4) 1-2: You, 3-4: Rug of Smothering. Target takes 4d6 lightning damage on a failed save or half as much on a successful one. If the line from the Javelin passes through you and the Rug, then both take damage. The Javelin requires a roll of 6 on a d6 to recharge this effect.
- If you are victorious, go to entry 347.

SIDEKICK: RICKLAN (EXPERT)

Small humanoid (halfling), neutral good

Armour Class 14 (leather armour)

Hit Points 11 (2d8+2)

Speed 30 ft.



STR 8 (-1)	DEX 16 (+3)	CON 12 (+1)
INT 10 (+0)	WIS 14 (+2)	CHA 12 (+1)

Skills Acrobatics +5, Investigation +4, Perception +6, Stealth +5

Senses passive Perception 16

Languages Common, Halfling, Elvish

CR 1

Expertise Proficiency doubled for Perception and Investigation.

Helpful The sidekick is adept at giving well-timed assistance. The sidekick can take the Help action as a bonus action.

Cunning Action Starting at 2nd level, the sidekick's agility or quick thinking allows it to act speedily. On its turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.

Lucky When Ricklan rolls a 1 on the d20 for an attack roll, ability check or saving throw, he can reroll the die and must use the new roll.

ACTIONS

Shortbow *Ranged Weapon Attack* +5 to hit, range 80/320 ft., one target. *Hit* 1d6+3 piercing damage.

Shortsword *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 piercing damage.

NOTES:

- You may have only one sidekick at a time. By taking Ricklan as your sidekick, you take on an additional character to control as you see fit.
- In combat, when enemies are attacking, roll a d4. On a 1-3, they attack you. On a 4, they attack Ricklan.
- At the end of this adventure, Ricklan will go his own way, unless you release him prior to that.

SEWER RESCUE COMBAT SHEET

ANCIENT SKELETAL WARRIOR

Medium undead, lawful evil

Armour Class 16 (armour scraps, shield)

Hit Points 30 (4d8+12)

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)	CON 16 (+3)
INT 6 (-2)	WIS 13 (+1)	CHA 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities Poison

Condition Immunities exhaustion, poisoned

Senses Blindsight 60 ft, passive Perception 11

Languages Understands all the languages it knew in life but can't speak.

CR 2

Battle Magic When the skeleton casts a spell, it can make one weapon attack as a bonus action.

Innate Spellcasting The skeleton's innate spellcasting ability is Wisdom (spell save DC 11). The skeleton can innately cast the following spells, requiring no spell components:

At will: Magic Missile (creates three missiles, 1d4+1 force damage each.) (3/day) Blink

ACTIONS

Longsword *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d8+3 slashing damage.

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d4+3 necrotic damage.



COMBAT NOTES

Map 15: Sewer Encounter Battle Map

1. Place tokens. S: Skeleton, PC: You. Roll initiative.
2. The skeleton will cast Magic Missile as its first move, and then move 15 ft. towards its intended victim, to the north (difficult terrain). This is always its objective. For whatever reason, it will continue to pursue the female who is fleeing from it.
3. The sewer water is difficult terrain for both you and the skeleton.
4. As its second turn, it casts Blink, disappearing from the material plane.
5. On its next turn, roll a d4. 1-2: The skeleton appears to the left of the woman. 3-4: The skeleton appears to the right of the woman. Then it uses its bite attack on the woman. Should the damage exceed 5, the woman is dead... well, undead.
6. If the skeleton is somehow unable to materialise next to the woman, it will materialise once more, cast Magic Missile on you, then move and attack you with longsword if it is able, or else will move to get closer to the female.
7. If the woman dies, she is transformed into a zombie. Use the zombie stat block from p.316 of the *Monster Manual* and roll her into initiative. She will immediately attack you.
8. *If you are victorious, go to entry 371.*

GOBLIN PATROL COMBAT SHEET

BUGBEAR

Medium humanoid (bugbear), lawful evil

Armour Class 16 (hide armour, shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR 15 (+2)	DEX 14 (+2)	CON 13 (+1)
INT 8 (-1)	WIS 11 (+0)	CHA 9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft, passive Perception 10

Languages Common, Goblin

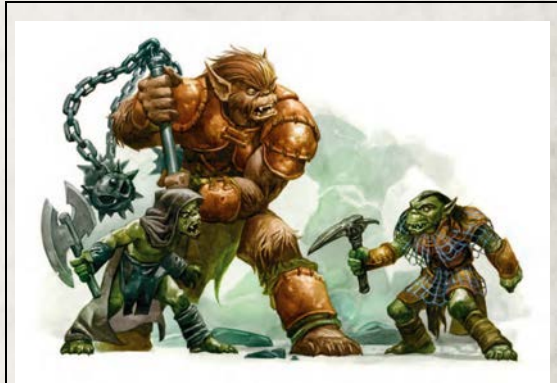
CR 1

Brute A melee weapon does one extra die of damage when the bugbear hits with it (included in the attack).

Surprise Attack If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 2d6 damage from the attack.

ACTIONS

Morningstar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d8+2 slashing damage.



COMBAT NOTES

Map 16: Goblin Patrol Battle Map

1. If you are attempting a surprise attack, make a DC 11 Stealth check. If successful, you can make one free ranged attack on the patrol before initiative begins.
2. Place tokens. B: Bugbear, G: Goblins, PC: You. Roll initiative. (The Goblin stat block is on the next page).
3. In the first round of combat, the Bugbear advances on you quickly, accompanied by a goblin. These two will try to flank you as soon as possible.
4. If the second goblin is still alive, he moves to the hex behind the cart handle and fires on you with shortbow.
5. *If you are victorious, go to entry 307.*

GOBLIN (X2)

Small humanoid (goblin), neutral evil

Armour Class 15 (leather armour, shield)

Hit Points 7

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

CR ¼

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 slashing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.

MISTY FOREST TOMB COMBAT SHEET

BANEGUARD SKELETON

Medium undead, lawful evil

Armour Class 13 (armour scraps)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR 14 (+2)	DEX 14 (+2)	CON 15 (+2)
INT 6 (-2)	WIS 12 (+1)	CHA 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands all languages it knew in life but can't speak

CR 1

Innate Spellcasting The skeleton's innate spellcasting ability is Wisdom (spell save DC 11). The skeleton can innately cast the following spells, requiring no material components.

At will: *magic missile* (creates two missiles)
3/day: *blink*

ACTIONS

Longsword *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 slashing damage.



COMBAT NOTES

Map 17: Misty Forest Tomb Battle Map

1. Place tokens. B: baneguard skeleton. S: skeleton warriors. PC: You. Roll initiative. (The skeleton warrior stat block is on the next page).
2. The skeleton warriors will move to flank you as quickly as possible. If there is more than one skeleton warrior, then one will take a shove action to try and make you prone, which will allow any allies to attack with advantage. Otherwise, if they cannot flank they will stay within 5 ft. of each other and use *Phalanx Formation*.
3. The baneguard warrior's standard move is to stay in position and fire *Magic Missile* at you. If one of the skeleton warriors dies, then its standard move changes. It will cast *Blink* as its first action after the death of the first skeleton warrior. From that point on, its standard move is thus: move to melee with you, flank with the other skeleton warrior, attack with longsword, then roll a d20 as per the *Blink* spell description. At the start of its next turn it appears 10 ft away from its position, then begins its standard move again: Move to flank etc.
4. *If you are victorious, go to entry 33.*

SKELETON WARRIORS (X2)

Medium undead, lawful evil

Armour Class 15 (armour scraps, shield)

Hit Points 34 (4d8+16)

Speed 30 ft.

STR 18 (+4)	DEX 11 (+0)	CON 18 (+4)
INT 10 (+0)	WIS 12 (+1)	CHA 15 (+2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands all languages it knew in life but can't speak

CR ½

Phalanx Formation The skeleton has advantage on attack rolls and Dexterity saving throws while standing within 5 ft. of a skeleton ally holding a shield.

ACTIONS

Longsword *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 slashing damage.

Longbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d8+2 piercing damage.

FOREST RUIN COMBAT SHEET

FOREST DRUID (x3)

Medium humanoid (human), neutral evil

Armour Class 11 (natural armour)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR 10 (+0)	DEX 12 (+1)	CON 13 (+1)
INT 12 (+1)	WIS 15 (+2)	CHA 11 (+0)

Skills Medicine +4, Nature +3,

Perception +4

Senses passive Perception 14

Languages Druidic, Common, Sylvan
CR ½

Innate Spellcasting The druid is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *thorn whip*, *shillelagh*
1st level (3 slots): *charm person*, *cure wounds*, *entangle*.

ACTIONS

Quarterstaff Melee Weapon Attack +2 to hit (+4 with shillelagh), reach 5 ft., one target. *Hit* 1d6 bludgeoning damage or 1d8+2 bludgeoning damage with Shillelagh.



COMBAT NOTES

Map 18: Forest Ruin Battle Map

1. Place tokens. D: Forest Druids, V: Vine Blights. PC: You. Roll initiative. (The vine blight stat block is on the next page).
2. The vine blights use their first turn to invoke *Entangling Plants*. If the first blight is successful in restraining you, the second will use *Constrict*.
3. The druids use their first turn to cast Shillelagh on their quarterstaves. After that, they will use thorn whip when attacking from range, and quarterstaff (with Shillelagh) when in melee.
4. The druids do not move from their position until you are in melee with at least one druid. Once a druid is in melee it will stay in melee with you, moving to flank with another druid if possible. Any druids not in melee will attack from range using Thorn Whip.
5. When in melee with the druids, roll a d6. On a roll of 4-6, one druid will use his action to cast Entangle on you, but only if he can do so without affecting allies (and if he has a spell slot).
6. When a druid is wounded, on the druid turn (if there are more than one), one other druid will use his action to cast Cure Wounds on the wounded druid (1d8). The most badly wounded druid will take priority.
7. *If you are victorious, go to entry 117.*

VINE BLIGHT (x2)

Medium plant, neutral evil

Armour Class 12 (natura armour)

Hit Points 26 (4d8+8)

Speed 10 ft.

STR 15 (+2)	DEX 8 (-1)	CON 14 (+2)
INT 5 (-3)	WIS 10 (+0)	CHA 3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

CR ½

False Appearance While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict *Melee Weapon Attack* +4 to hit, reach 10 ft., one target. *Hit* 2d6+2 bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5-6) Grasping roots and vines sprout in a 15-foot radius centred on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

RYNYVRAX COMBAT SHEET

RYNYVRAX

Medium dragon, chaotic evil

Armour Class 17 (natural armour)

Hit Points 45 (6d12+6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR 15 (+2)	DEX 14 (+2)	CON 13 (+1)
INT 10 (+0)	WIS 11 (+0)	CHA 13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities Acid

Senses Blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

CR 3

Amphibious RynyvraX can breathe air and water.

ACTIONS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d10+2 piercing damage plus 1d4 acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.



COMBAT NOTES

Map 19: Cave Lair Battle Map

1. Place tokens. R: RynyvraX, PC: You. Roll initiative. T represents the treasure hoard and is not included in the initiative order.
2. Do you possess the codeword *wyrm-biter*? If so, go to entry 250.
3. As his first action, RynyvraX will use his breath weapon (see stat block), moving or flying if necessary to get in range of you (15 ft).
4. After that, he will attempt to recharge his breath weapon every round. When he does successfully recharge it, he uses it again, moving to get in range. When it is not recharged, RynyvraX uses his bite attack, flying if necessary to get in melee range of you.
5. You can use your action to move to the treasure pile and pick up the gauntlet, along with 1d4 x 50 gp gems. Picking up and storing/securing the gauntlet takes a full action.
6. Being a fairly cowardly wyrm-ling (not uncommon in black dragons), RynyvraX will not pursue you past the southern edge of the map.
7. *If you are victorious, go to entry 349.*

RUINED TOWER COMBAT SHEET

ORC RAIDER

Medium humanoid (orc), chaotic evil

Armour Class 16 (hide armour, shield)

Hit Points 22 (3d8+9)

Speed 30 ft.

STR

16 (+3)

DEX

14 (+2)

CON

16 (+3)

INT

7 (-2)

WIS

11 (+0)

CHA

10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR 1

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

Lightfooted The orc can take the Dash or Disengage action as a bonus action on each of its turns

Distracting Strike (1/turn) When the orc hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the orc has advantage if the attack is made before the start of the orc's next turn.

ACTIONS

Scimitar *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 slashing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.



COMBAT NOTES

Map 20: Ruined Tower Battle Map

1. Place tokens. O: Orc Raider, G: Goblin Skirmishers, PC: You. Roll initiative.
2. Take note of the goblins' *Skirmish Advantage* trait.
3. The cowardly goblins will use the piles of rubble to attack you using shortbows, not engaging you directly, but letting their leader, the orc raider, meet you in melee. The rubble piles grant them half cover from ranged attacks (+2 to AC).
4. The orc raider will always move to melee with you on his turn, using *Aggressive* if necessary (and flanking whenever possible). At the end of his attack, the orc raider will use *Lightfooted* to disengage (unless he used his bonus action for *Aggressive*) and then move away up to 30 ft distance.
5. Once the orc is dead, the goblins will leave their cover and will move to flank you whenever possible.
6. *If you are victorious, go to entry 372.*

GOBLIN SKIRMISHER (x2)

Small humanoid, chaotic evil

Armour Class 16 (leather armour, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR 8 (-1)	DEX 16 (+3)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR ½

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Skirmish Advantage The goblin gains advantage on its first attack roll each turn if it has moved at least 15 feet at the beginning of its turn.

ACTIONS

Shortsword *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 piercing damage (two-handed).

Shortbow *Ranged Weapon Attack* +5 to hit, range 80/320 ft., one target. *Hit* 1d6+3 piercing damage.

HAG LAIR COMBAT SHEET

ELDRITCH HAG

Medium fey, neutral evil

Armour Class 17 (natural armour)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR 18 (+4)	DEX 12 (+1)	CON 16 (+3)
INT 13 (+1)	WIS 14 (+2)	CHA 14 (+2)

Skills Arcana +3., Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

CR 2

Amphibious The hag can breathe air and water.

Innate Spellcasting The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components: At will: *dancing lights*, *minor illusion*, *misty step*, *moonbeam*.

Mimicry The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claws *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 2d8+4 slashing damage.

Illusory Appearance The hag uses a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. A creature must take an action to visually inspect the illusions and succeed on a DC 20 Investigation check to discern the hag is disguised.

REACTIONS

Invisible Passage The hag turns invisible until she attacks or casts a spell, or until her concentration ends. She leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.



COMBAT NOTES

Map 21: Hag Lair Battle Map

1. Place tokens. H: Hag, PC: You. Roll initiative.
2. You may flee this combat at any time by exiting north. Return to **Map G**.
3. After fleeing, you may not return here.
4. Every time the hag takes more than 15 damage in a round, she uses *Invisible Passage* to go invisible. If you have any spell or feat that allows you to track her, you may make an attack with disadvantage, otherwise you must wait until she attacks you again, and then you may make an attack following that.
4. The large rock formations near the centre of the room are stalagmites and may be used to gain half cover, both for the hag and yourself.
5. The hag will always try to move away from you and make ranged attacks using *Moonbeam*. To do this, she will use *Misty Step* as a bonus action (unless invisible) to teleport 30 ft, then will move another 30 ft. before attacking with *Moonbeam*.
6. You may spend two actions attempting to garner help from the captive who was dressed in the garb of a bard. She is currently fearful, but by moving to the spot marked with the "M" token and succeeding on a DC 16 Persuasion check, she can be convinced to join forces with you to fight alongside the hag. Her sidekick stat block is on the next page.
7. *If you are victorious, go to entry 460.*

SIDEKICK: TRINI (BARD)

Medium humanoid (half-elf), lawful good

Armour Class 15 (chain shirt)

Hit Points 20 (4d8+4)

Speed 30 ft.



STR

11 (+0)

DEX

14 (+2)

CON

12 (+1)

INT

10 (+0)

WIS

11 (+0)

CHA

14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Common, Elvish

CR 1

Spellcasting Trini is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends*, *vicious mockery*.

1st level (3 slots): *healing word*, *heroism*, *thunderwave*.

Song of Rest Trini can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Trini can confer this benefit on herself as well.

Taunt Trini can use a bonus action on her turn to target one creature within 30 ft. of her. If the target can hear Trini, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Trini's next turn.

ACTIONS

Shortsword *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 piercing damage.

Shortbow *Ranged Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit* 1d6+2 piercing damage.

NOTES:

- You may have only one sidekick at a time. By taking Trini as your sidekick, you take on an additional character to control as you see fit.
- In combat, when enemies are attacking, roll a d4. On a 1-3, they attack you. On a 4, they attack Trini.
- At the end of this adventure, Trini will go her own way, unless you release her prior to that.

GATE SENTRY COMBAT SHEET

ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armour Class 13 (hide armour)

Hit Points 43 (5d8+20)

Speed 30 ft.

STR 18 (+4)	DEX 12 (+1)	CON 18 (+4)
INT 7 (-2)	WIS 11 (+0)	CHA 10 (+0)

Skills Athletics +6, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR 2

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

Reckless At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack The orc makes two attacks with its greataxe or javelin.

Greataxe *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 1d12+4 slashing damage.

Javelin *Ranged Weapon Attack* +6 to hit, range 30/120 ft., one target. *Hit* 1d6+4 piercing damage.



COMBAT NOTES

Map 22: Gate Sentry Battle Map

1. Place tokens. O: orc berserker, G: goblin bodyguards, PC: You. Roll initiative.
2. As soon as the orc is able, it uses *Aggressive* to move as close to you as possible. If it cannot get in melee range, it will throw its javelin (it possesses two of these).
3. On the orc's turn, roll a d6. On a 5 or 6, the orc uses *Reckless*.
4. If you engage the orc berserker in melee, one of the goblin bodyguards will come and stand 5 ft from the orc and also make melee attacks at you. When an attack of yours hits the orc, the goblin will activate *Self-sacrifice*.
5. The goblin by the guard house will attack you with shortbow, staying at a distance. If you engage it in melee it will use its shortsword. If the berserker or the goblin dies, it will move to make melee attacks on you. If the goblin dies first, this second goblin will use its reaction whenever possible to activate *Self-sacrifice*, just as the first goblin did.
6. *If you are victorious, go to entry 290.*

GOBLIN BODYGUARD (x2)

Small humanoid, chaotic evil

Armour Class 16 (studded leather, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR ½

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit* 1d6+2 piercing damage (two-handed).

Shortbow *Ranged Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 piercing damage.

REACTIONS

Self-sacrifice When a creature within 5 ft. of the goblin is hit by an attack, the goblin swaps places with that creature and is hit instead.

CARRION CAVE COMBAT SHEET

CARRION CRAWLER

Large monstrosity, unaligned

Armour Class 13 (natural armour)

Hit Points 51 (6d10+18)

Speed 30 ft., climb 30 ft.

STR 14 (+2)	DEX 13 (+1)	CON 16 (+3)
INT 1 (-5)	WIS 12 (+1)	CHA 5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

CR 2

Keen Smell The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

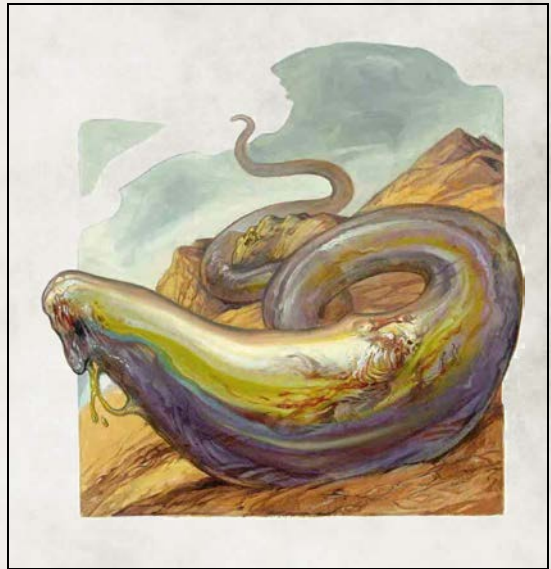
Spider Climb The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles *Melee Weapon Attack* +8 to hit, reach 10 ft., one creature. *Hit* 1d4+2 poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw on each of its turns, ending the poison on itself on a success.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d6+2 piercing damage.



COMBAT NOTES

Map 23: Carrion Cave Battle Map

1. Place tokens. C: Carrion Crawler, PC: You. Roll initiative.
2. The crawler will move to melee and attack immediately.
3. Squares with rubble or rock in them are difficult terrain for your PC only.
4. *If you are victorious, go to entry 87.*

SCREWFACE COMBAT SHEET

SCREWFACE

Small humanoid (goblin), chaotic evil

Armour Class 14 (hide armour)

Hit Points 31 (7d6+6)

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 12 (+1)
INT 10 (+0)	WIS 14 (+2)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

CR 2

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting The goblin is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *thorn whip*

1st level (4 slots): *earth tremor*, *entangle*, *thunderwave*

2nd level (3 slots): *hold person*, *spike growth*

3rd level (2 slots): *call lightning*, *erupting earth*

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 piercing damage.

Change Shape (Recharges after a short or long rest) The goblin magically polymorphs into a worg, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



COMBAT NOTES

Map 24: Black Helm Dungeon Battle Map

1. Place tokens. S: Screwface, PC: You. Roll initiative. If you are approaching from the south, use the PC token in the north-south corridor, otherwise use the one in the east-west corridor.
2. If you succeeded in the Stealth check, you have one free attack on Screwface before initiative order begins.
3. If you possess the Knock spell, you can spend an action to free the mage trapped in the cell. The mage's stat block is found on the next page. Note that he does not currently have his quarterstaff. After being freed, you can run Delfen as you wish.
4. Every time Screwface takes a turn, roll a d100 to determine what spell he uses. 1-15 Poison Spray, 16-30 Thorn Whip 31-45 Earth Tremor, 46-60 Thunderwave, 61-75 Spike Growth (centred on PC), 75-100 Call Lightning.
5. If Screwface ever uses Thunderwave or Earth Tremor, there is a 70% chance that a goblin patrol will arrive within 2 rounds. Roll a d100. On a result of 70 or below, roll 3 ordinary goblins into initiative and have them miss their first turn (on their way) and then attack you. Use the Random Encounter AI if you wish, to determine what they do.
6. If Screwface falls to 10 hp or below, roll a d100. If the result is 50 or lower, he polymorphs into a worg. Note that a worg is a large creature. The battle continues from that point. The worg's stat block follows Delfen's stat block, two pages ahead. The worg will use its bite attack.
7. *If you are victorious, go to entry 355.*

WORG

Large monstrosity, neutral evil

Armour Class 13 (natural armour)

Hit Points 26 (4d10+4)

Speed 50 ft.



STR 16 (+3)	DEX 13 (+1)	CON 13 (+1)
INT 7 (-2)	WIS 11 (+0)	CHA 8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

CR 1/2

Keen Hearing & Smell The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 2d6+3 piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

NPC: DELFEN ONDABARL

Medium humanoid (humanoid), neutral good

Armour Class 12 (15 w. mage armour)

Hit Points 28 (5d8+5)

Speed 30 ft.



STR

10 (+0)

DEX

15 (+2)

CON

12 (+1)

INT

16 (+3)

WIS

13 (+1)

CHA

10 (+0)

Saves Int +5, Wis +3

Skills Arcana +5, History +5

Languages Common, Sylvan, Abyssal, Dwarvish

CR 3

Suggestion As an action, the enchanter can cause an effect similar to the spell *Suggestion*. However, the enchanter must use a bonus action to maintain the effect, the target & enchanter must remain within 30 ft. of each other, & they must be able to see and hear each other.

Familiar Elminster the cat is Delfen's beloved familiar. While Elminster is accompanying him, and Delfen is with you, you gain advantage on Stealth checks due to the cat being able to scout ahead.

Spellcasting 5th-level Int-based spellcaster (DC 13, +5 to hit).

Wizard spells prepared:

Cantrips (at will): *Acid Splash*, *Mage Hand*, *Mending*, *Message*

1st level (4 slots): *Charm Person*, *Mage Armour*, *Sleep*

2nd level (3 slots): *Hold Person*, *Shatter*, *Suggestion*

3rd level (2 slots): *Fireball*, *Haste*

ACTIONS

Quarterstaff *Melee Weapon Attack* +2 to hit, reach 5 ft., one target. *Hit* 1d6 bludgeoning. (Currently, Delfen does not have his weapon).

BLACK HELM GNOLLS COMBAT SHEET

GNOLLS (x3)

Medium humanoid (gnoll), chaotic evil

Armour Class 15 (hide armour, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR 14 (+2)	DEX 12 (+1)	CON 11 (+0)
INT 6 (-2)	WIS 10 (+0)	CHA 7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

CR ½

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 piercing damage.

Spear *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 1d6+2 piercing damage or 1d8+2 piercing damage if used with two hands to make a melee attack.

Longbow *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 1d8+1 piercing damage.



COMBAT NOTES

Map 25: North Passage Battle Map, OR Map 26: Armoury Battle Map OR Map 27: Old Barracks Battle Map

1. Place tokens. G: Gnolls, PC: You. Roll initiative. If you have Delfen Ondabarl with you, place him where you wish.
2. The gnolls come at you by the most direct route and attack. They will flank if possible.
3. Old Barracks Battle Map: There are a lot of hostages in here, and the press of people is quite thick. The red Xs represent canny hostages who are aware of your presence and will do their best to slow the gnolls down by just casually getting in their way and hampering progress. Every time a gnoll passes through or adjacent to one of these Xs, have the gnoll make a Dexterity check, DC 10. If they fail, they stop their movement there for that round and make a ranged attack. Your PC does not need to make such checks.
8. If your PC uses loud, destructive spells likely to attract attention, roll a d100. On a result of 70 or less, 3 goblins arrive in two rounds time. Roll them into initiative and skip their first turn. Use the Random Encounter AI if you wish, to determine what they do.
4. Armoury Battle Map. Make the gnolls go first, grant yourself a free attack, then start initiative order.
5. *If you are victorious within the armoury, go to 263.*
6. *If you are victorious within the Old Barracks, go to entry 280.*
7. *If you are victorious within the North Passage, go to 263.*

THRONE ROOM COMBAT SHEET

COMBAT NOTES

Map 28: Thone Room Battle Map

This will be a fairly involved combat. You will be running anything up to six characters: yourself, one sidekick, the mage Delfen Ondabarl and three commoners, depending on the path your quest has taken. You could also have the combination of yourself, a sidekick and Delfen, or quite a few other possible combinations. Before this, you may have also encountered Krond's mage henchgoblin Screwface. If you have defeated him, then exclude him from the encounter.

The stat blocks for all enemies are included on the following pages. If you are running a sidekick and/or Delfen Ondabarl, then now might be a good time to copy their stat blocks out for your own reference, or into a VTT if you're using digital gameplay. You will find Delfen's stat block three pages prior to this. If you are facing this encounter on your own... good luck! You're going to need it.

DIRECTIONS

- Place Tokens: K=Krond Vikkurk, S=Screwface, G=Gnoll Guards. PC=You, D=Delfen Ondabarl (if he is with you), C=Commoners, O=Orc Nurtured One of Yurtrus. Place your sidekick (if you have one) on a square within 15 ft of you and out of sight of your enemies, initially.
- If at any time you wish to flee the encounter, take an opportunity attack from everyone that you need to in order to get out of the throne room, and then go to entry 145.
- Note the caged "O" token. This is an Orc Nurtured One of Yurtrus. It becomes active as soon as combat starts. On its turn, have it make a DC 15 Strength check. On a success, it forces its cage door open and enters combat.
- The Orc Nurtured One will engage one of the following in combat (d6): 1-2: You, 3-4: Delfen Ondabarl, 5-6: Your sidekick. If you roll for an ally not in combat, then it attacks you. It always stays at least 15 ft away from Krond Vikkurk. If Krond Vikkurk drops to 15 hp, it uses *Corrupted Carrier* on its turn, moving to target as many of its enemies (your party) as possible.
- Krond Vikkurk will move on you straight away, coming straight for either you or Delfen Ondabarl (roll a d4 to determine: 1-2=You, 3-4=Delfen Ondabarl). If it is just you, then he will attack you, if you have a sidekick then roll a d4 to determine target as normal (1-3=you, 4=sidekick).
- Note Krond's *Multiattack* trait.
- The cowardly gnolls retreat behind the pillars at the side of the room where they have half cover (+2 AC). From there they make longbow attacks on the heroes, until engaged in melee. From that point they will make melee attacks with their spears, all joining the fray if one is engaged.
- ROUND 2: Krond uses *Battle Cry* to grant all his allies advantage on their next attacks.
- If Screwface is present, then roll a d100 whenever he takes a turn to determine what spell he uses. You will also need to keep track of Screwface's spell slots. The number in brackets represents how many slots he has at that level (see his stat block, below).

D100	SPELL	NOTES	SLOT
1-15	Poison Spray	If within 10 ft of an enemy, otherwise reroll.	Cantrip
16-35	Thorn Whip	If within 30 ft of an enemy, otherwise move into range.	Cantrip
36-50	Earth Tremor	Only if enemies can be affected without allies being affected, otherwise reroll. Place enemies at centre of spell.	L1 (4)
51-65	Thunderwave	Only if Krond Vikkurk is not affected, otherwise reroll	L1 (4)
66-80	Spike Growth	Only if enemies can be affected without Krond being affected, otherwise reroll. Place enemies at centre of spell.	L2 (3)
81-90	Call Lightning	Only if it is possible to avoid Krond Vikkurk, otherwise reroll.	L3 (2)
91-100	Erupting Earth	Only if it is possible to avoid Krond Vikkurk, otherwise reroll.	L3 (2)

- If Screwface falls to 10 hp or below, roll a d100. If the result is 75 or lower, he polymorphs into a worg. Note that a worg is a large creature. The battle continues from that point. The worg's stat block is below. The worg will use its bite attack.
- If you are victorious, go to entry 465.

KROND VIKKURK

Medium humanoid (orc), chaotic evil



Armour Class 16 (chain mail)

Hit Points 76 (9d8+36)

Speed 30 ft.

STR 18 (+4)	DEX 12 (+1)	CON 18 (+4)
INT 11 (+0)	WIS 11 (+0)	CHA 16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR 3

Aggressive As a bonus action, Krond can move up to his speed towards a hostile creature that he can see.

Gruumsh's Fury Krond deals an extra 1d4 damage when he hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack Krond makes two attacks with his greataxe or his spear.

Greataxe *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 1d12 + 4 + 1d4 slashing damage.

Spear *Melee or Ranged Weapon Attack* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 1d6+4 + 1d4 piercing damage, or 1d8+4 + 1d4 piercing damage if used with two hands to make a melee attack.

Battle Cry (1/day) Each creature of Krond's choice that is within 30 ft. of him, can hear him, and is not already affected by Battle Cry gain advantage on attack rolls until the start of Krond's next turn. Krond can then make one attack as a bonus action.

SCREWFACE

Small humanoid (goblin), chaotic evil



Armour Class 14 (hide armour)

Hit Points 31 (7d6+6)

Speed 30 ft.

STR 8 (-1)	DEX 14 (+2)	CON 12 (+1)
INT 10 (+0)	WIS 14 (+2)	CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

CR 2

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting The goblin is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *thorn whip*

1st level (4 slots): *earth tremor*, *entangle*, *thunderwave*

2nd level (3 slots): *hold person*, *spike growth*

3rd level (2 slots): *call lightning*, *erupting earth*

ACTIONS

Scimitar *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 piercing damage.

Change Shape (Recharges after a short or long rest) The goblin magically polymorphs into a worg, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

WORG (SCREWFACE)

Large monstrosity, neutral evil



Armour Class 13 (natural armour)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR 16 (+3)	DEX 13 (+1)	CON 13 (+1)
INT 7 (-2)	WIS 11 (+0)	CHA 8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

CR 1/2

Keen Hearing & Smell The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 2d6+3 piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GNOLL GUARDS (x3)

Medium humanoid (gnoll), chaotic evil



Armour Class 15 (hide armour, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR 14 (+2)	DEX 12 (+1)	CON 11 (+0)
INT 6 (-2)	WIS 10 (+0)	CHA 7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

CR ½

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 piercing damage.

Spear *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 1d6+2 piercing damage or 1d8+2 piercing damage if used with two hands to make a melee attack.

Longbow *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 1d8+1 piercing damage.

ORC NURTURED ONE OF YURTRUS

Medium humanoid (gnoll), chaotic evil



Armour Class 9

Hit Points 30 (4d8+12)

Speed 30 ft.

STR 15 (+2)	DEX 8 (-1)	CON 16 (+3)
INT 7 (-2)	WIS 11 (+0)	CHA 7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

CR ½

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.
Corrupted Carrier When the orc is reduced to 0 hit points, it explodes, and any creature within 10 ft of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 4d6 poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turns, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.
Nurtured One of Yurtrus The orc has advantage on saving throws against poison and disease.

ACTIONS

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 slashing damage +1d4 necrotic damage.

Corrupted Vengeance The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.

COMMONER (x3)

Medium humanoid (human), neutral good

Armour Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR 10 (+0)	DEX 10 (+0)	CON 10 (+0)
INT 10 (+0)	WIS 10 (+0)	CHA 10 (+0)

Senses passive Perception 10

Languages Common

CR 0

Shove A shove action can be taken by a commoner. This is a contested Strength test between two parties, the one doing the shoving and the one being shoved. If the shover succeeds, then the target falls and is prone, granting advantage on attacks for allies.

ACTIONS

Shortsword *Melee Weapon Attack* +2 to hit, reach 5 ft., one target. *Hit* 1d6 piercing damage.

MULTI PC CONVERSION TABLE

ENCOUNTER	2 PCs	3 PCs	4 PCs
Kenku	Kenku hp: 43	Kenku hp: 53, AC: 15	Kenku hp: 53, AC: 16
Orc Barricade	4 orcs	6 orcs	8 orcs
Goblin Boss	Goblin AC: 18, 2 dire wolves	2 goblin boss, 2 dire wolves	2 goblin boss at AC 18, 3 dire wolves
Shadow Mastiff	AC / HP: 13 / 50	2 shadow mastiffs	3 shadow mastiffs
Goblin Cart Trap	5 goblin skirmishers	5 goblin skirmishers, 2 bugbears	6 goblin skirmishers, 3 bugbears
Guest House Hostages	2 orc brigands, 3 goblins	3 orc brigands, 4 goblins	4 orc brigands, 6 goblins
Orc Wardrummer	2 orc wardrummers, 3 goblins	3 orc wardrummers, 4 goblins	4 orc wardrummers, 6 goblins
Goblin Alchemist	2 goblin alchemists	3 goblin alchemists	3 goblin alchemists
Orc Patrol	5 orcs	5 orcs, 1 orc eye of Gruumsh	5 orcs, 2 orc eye of Gruumsh
Ogre Glutton	AC / HP: 13 / 70	2 ogre gluttons	3 ogre gluttons
Orc Crypt	4 orc raiders	4 orc raiders, 2 orc eye of Gruumsh	5 orc raiders, 2 orc eye of Gruumsh
Haunted Smithy	4 angry hammers, 2 animated armours	5 angry hammers, 3 animated armours	6 angry hammers, 4 animated armours
Wizard's Lab	Rug of smothering AC / HP: 13 / 50	2 rugs of smothering	3 rugs of smothering
Sewer Rescue	HP: 50	2 ancient skeletal warriors	3 ancient skeletal warriors
Goblin Patrol	2 bugbears, 3 goblins	3 bugbears, 4 goblins	4 bugbears, 6 goblins
Misty Forest Tomb	2 baneguard skeletons, 2 skeletons	3 baneguards, 4 skeletons	4 baneguards, 5 skeletons
Forest Ruin	4 druids, 3 vine blights	4 druids, 3 vine blights, 1 awakened tree	4 druids, 3 vine blights, 2 awakened trees
Rynyvrax	AC / HP: 18 / 150	Use Young White Dragon stat block (MM p.101)	Use Young Green Dragon stat block (MM p.94)
Ruined Tower	2 orc raiders, 2 goblins	3 orc raiders, 4 goblins	4 orc raiders, 5 goblins
Hag Lair	AC / HP: 18 / 150	Use Annis Hag stat block (Volo's p.159)	Use Bheur Hag stat block (Volo's p.160)
Gate Sentry	2 orc berserkers, 2 goblin bodyguards	3 orc berserkers, 4 goblin bodyguards	4 orc berserkers, 5 goblin bodyguards
Carrion Cave	AC / HP: 15 / 110	2 Carrion Crawlers	3 Carrion Crawlers

Screwface	AC / HP: 15 / 70	Screwface is accompanied by 2 bugbear guards	Screwface is accompanied by 3 bugbear guards
Throne Room	Use orc war chief stat block for Krond (MM p.246) and add 2 gnoll guards (even if you already defeated the gnolls)	Use orc war chief stat block for Krond (MM p.246) and add 2 gnoll guards (even if you already defeated the gnolls) and 1 orc eye of Gruumsh	Use orc war chief stat block for Krond (MM p.246) and add 3 gnoll guards (even if you already defeated the gnolls) and 2 orc eye of Gruumsh

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RESOURCES USED:

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Monster Manual Expanded by Dragonix

Esquiel's Guide to Magic Weapons by Hipsters & Dragons